DIGIMON ADVENTURE

デジモンアドベンチャー

Vテイマー01

Disc-1

100%テイマー!

原作 井沢ひろし
漫画 やぶのてんや

Vジャンプ
Vジャンプブックス コミックスシリーズ

Digimon Adventure V-Tamer 01

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

This is the story of a boy called Tai Kamiya, who has been pulled into the Digital World, and will go on an adventure with his Digimon partner.

No, not that Tai. Or that Tai either. This is V-Tamer, a manga series written by Hiroshi Izawa. Apart from the main character Tai Kamiya, it features an entirely different cast and story. Tai's partner Digimon is Zeromaru, a Veedramon. Along with his partner, Tai will work to thwart the evil Daemon, and his plans to conquer both the Digital and human worlds.

You arrive in this world as Tai is pulled into the Digital World. You will be staying here for the next ten years, from the perspective of the Digital World.

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-

You may choose to be either a human or a Digimon. 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. Humans are not native to the Digital World, but often act as 'Tamers', in order to draw the full potential out of their Partner Digimon.

[Varies] Digimon

Digimon, short for Digital Monster, is a strange kind of creature that is comprised of data. 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, Rookie, and Champion levels, the cost of this option is Free. For Ultimate level Digimon, the cost is 300cp. 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 must choose one of the four Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided 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.

Hero Tamer

Requires the Human species.

You are a heroic Tamer. You were likely summoned to the Digital World by MagnaAngemon, in order to protect it from Daemon.

Villain Tamer

Requires the Human species.

You are a villainous Tamer. While your motives may not be all bad, your actions are likely to be. Maybe you'll have a change of heart?

Partner Digimon

Requires the Digimon species.

You are a Digimon who has partnered with a human Tamer. You were probably raised by them via a V-Pet prior to their arrival in the Digital World.

Unpartnered Digimon

Requires the Digimon species.

You are a Digimon who does not depend on a human Tamer. Whether you are aligned with the noble MagnaAngemon, the vile Daemon, or act alone, is up to you.

-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] Tai's Arrival Point

Welcome to the Digital World! This is where Tai will first meet Zeromaru in person. Perhaps you'd like to join him on his adventure?

Those with the Hero Tamer or Partner Digimon Origin may choose to begin here for free.

[2] Holy Angel Castle

This castle is controlled by MagnaAngemon. It will be attacked by the forces of evil multiple times during your stay, should events proceed as expected.

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

[3] Net Ocean

You arrive on a beach next to the Net Ocean. If you are able to swim, you might encounter the helpful Whamon, who will provide Tai with a Digivice if things go as they normally would.

[4] Star City

A small settlement in the Digital World. Should your draw attention, you may find yourself challenged to a contest by Starmon, the self-proclaimed star of Star City.

[5] Metal Factory

This is the location where Tai will first battle against Neo. The Metal Empire Tag is being kept here.

[6] Hospitown

A hospital centric city. Dr. Jijimon can be found here, but will later move to the Holy Angel Castle to assist the forces of good if events unfold as usual.

[7] Daemon's Castle

You arrive just outside the base of operations for the wicked Daemon. Intruders cannot gain access without collecting five special tags from across the Digital World.

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

[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.

Hero Tamer Perks

[100cp, Free for Hero Tamers] Victory Dance

The fate of the world might be at stake, but that doesn't mean this can't be a fun adventure!

From now on, you'll have a much easier time staying relaxed during tense and stressful situations. This won't stop you from taking things seriously, but does help prevent you from being overwhelmed. Additionally, when you goof around in these situations, your allies will find themselves being somewhat reassured, though they might still be exasperated by your behaviour.

[100cp, Free for Hero Tamers] Notable Notes

You are very good at note taking on the fly. When it comes to reviewing the performance of your Digimon, and devising tactics for dealing with certain types of foes, such talent may well come in handy.

You are also pretty good at doodling, though the use of such talent is not quite as apparent.

[200cp, Discounted for Hero Tamers] Emergency Treatment

You have become highly proficient at administering first aid and similar kinds of emergency care. You will find it easy to adapt this expertise to non-humanoid creatures, be they dinosaurs, plant creatures, or even more unusual beings.

Now, your partner Digimon can push themselves to their limit, confident you will be there to care for them if they are injured in the process.

[200cp, Discounted for Hero Tamers] Gag Chapter

When you and your allies battle or compete against others, you will often find that unconventional, "humorous" approaches will be surprisingly successful. In one example, you might catch an ultra-speedy but attention hungry Digimon in a game of tag by stopping to sign autographs and tagging them when they come over to get the crowd to focus on them. In another example, you might scare off a Sukamon you and your partner Digimon are too grossed out to fight by getting your partner to take a sufficiently large poop.

As useful as these solutions might be, they will not work against the most important battles you participate in, or against the greatest threats a given setting might face. In other words, they are solutions for monsters of the week, not arc villains.

[400cp, Discounted for Hero Tamers] 100% Win Rate

When it comes to battles, you are a master tactician. You are able to adapt to changing battlefield conditions, take advantage of the environment, and can give clear and concise orders at the precise moment you mean to.

As you observe your opponents, or their data, you are able to notice weak points that others would miss. For example, you may pick up on fluctuations in an opponent's energy that serve as a tell for their special attack, or you might realise a downside to a seemingly insurmountable special technique.

Any Digimon would be lucky to have you giving them commands in battle.

[400cp, Discounted for Hero Tamers] Beacon of Hope

Your words and deeds work to inspire hope in the hearts of others, and encourage them to be better versions of themselves.

This works in two ways. First, it works at the individual level to those you directly talk with, whether you are convincing someone to stand up to a bully, or making a well-intentioned villain recognise that they are travelling down the wrong path. Second, it works at a larger scale, as your actions have knock-on consequences as those you help go on to help others. You might not even realise just how many lives you have improved; a welcome surprise should you ever need them to help you in turn.

There are limits to this perk. Those that are solidly entrenched in their ways will need a lot of work to change their mind, and beings that are completely evil are outright not affected by this perk at all. Additionally, behaving in a selfish or villainous manner yourself will undermine the benefits of this perk.

[600cp, Discounted for Hero Tamers] The Power of Bonds

The bonds between a Tamer and their Digimon are a source of amazing strength. With this perk, you'll learn this first hand.

As you form deep and genuine friendships with others, you will be able to develop strong bonds of mutual faith and understanding. As these bonds develop, you will find it easy to put your trust in them, and they you, even if trust doesn't come easily to either of you. Should either of you be mentally influenced by some kind of unwanted supernatural effect, the other will be able to pick up on personality changes and quickly discern that something that is amiss. Your mutual understanding will allow the exchange of messages from a single glance, even complicated concepts like letting them know you are sending them dummy commands when an opponent is intercepting your orders.

Last, but certainly not least, when those that you have forged these bonds with fight on your behalf, they will be able to fight well beyond what they would otherwise be capable of. In the case of Digimon, this will help them achieve mid-fight Digivolutions at critical moments.

Villain Tamer Perks

[100cp, Free for Villain Tamers] V-Pet Champion

You are a championship level V-Pet player. This provides you with a broad base of knowledge related to Digimon, and you will find that many aspects of care translate over from using a V-Pet to raising a Digimon in person, though this perk will not help you with matters relating to developing emotional bonds with your Digimon, or resolving personality conflicts.

[100cp, Free for Villain Tamers] Terrific Typist

With one hand or two, you are able to type at high speeds with ease. With such speed, if you were using a text to speech program, you could maintain a conversation just as easily as you could by talking.

You find it easy to adapt to differently sized keyboards, too.

[200cp, Discounted for Villain Tamers] Net Idol

On purchase of this perk, choose whether you receive an enhancement of prettiness, allowing you to rival Mari Gotojuki, or an equivalent enhancement of handsomeness.

That's not all though. You've also become quite proficient in the use of makeup, and know how to cultivate a strong online presence. With such things, you have what it takes to become a net idol!

[200cp, Discounted for Villain Tamers] Playing Dumb

Sometimes, outright victory is not the goal, or even possible. For times when simply delaying your opponent is enough, you have this perk.

By goofing around and acting like a fool, you are able to draw others into your general 'flow'. Actions such as 'accidentally' hurting yourself, allowing yourself to get hit by area of effect attacks aimed at your opponents, or giving away information are all examples of the kind of things that activate this effect.

Opponents drawn into your flow are slow to attack, and will waste time thinking about your foolishness rather than decisively defeating you. Opponents will eventually break out of this flow on their own, and if they discover your intent to stall them, or if you or your allies fight them seriously, they will immediately break out of it.

[400cp, Discounted for Villain Tamers] Devil's Chosen

For one reason or another, demonic or greatly evil beings are much more likely to notice your talent, and wish to bring you over to their side.

This perk alone will not lead to friendships with these beings, rather these beings will seek to make use of your talent for their own goals. Fortunately, they will not attack you outright for this purpose, and will often give you access to special powers or resources in order for you to best carry out your responsibilities.

Of course, long-term partnerships with these kinds of beings may not appeal to you. It is fortunate then, that this perk will give you a keen sense for opportune times to betray these beings, allowing you to turn their power to your own ends, or to simply escape from their clutches, depending on the circumstances. Just make sure you are thorough and decisive at these times; beings like this aren't known for forgiving traitors.

[400cp, Discounted for Villain Tamers] Infinite Jogress

Infinite Jogress is a special technique developed by Neo Saiba. It takes advantage of the fact that the DNA Digivolution of this setting always restores the health of the resulting fusion. By partitioning and fusing over and over, the fused Digimon can maintain their health as their opponent exhausts themselves. You've learned to apply this principle more broadly.

From now on, when those you are directly commanding (such as Partner Digimon) fuse, the resulting fusion will always have its health completely restored. This will occur whether or not you played a part in the fusion. Fused beings fighting under your direct command can be unfused at any time, even if the fusion process would normally prevent that. Finally, those that are under your direct command can ignore 'cooldowns' any of their fusion methods might possess, enabling your tactic of rapid fusing and partitioning.

[600cp, Discounted for Villain Tamers] Dataminer

The data of Digimon contains many secrets, and you are just the person to discover them.

Your ability to decipher and analyse data is amongst the best in this Digital World. This will allow you to understand the capabilities of Digimon, allowing you to account for how emotions impact their strength, gauge how close they are to Digivolving, and notice issues that may prevent them from undergoing Digivolution.

That is just the start though. Just as Neo Saiba was able to create NeoDevimon and Callismon, you will be able to create artificial Digimon by splicing the data of different Digimon together, turning weaker Digimon into serious threats by copying over data from more powerful ones. As you experiment with this, you may learn to create more powerful Digimon, create Digimon further removed from the base data you are messing with, and possibly learn to add entirely original code not sourced from other Digimon.

Partner Digimon Perks

[100cp, Free for Partner Digimon] Puppy-like

Worried about scaring everyone away? Don't be!

Now, regardless how monstrous or strange a form you come to possess, you will always be able to give off a friendly or goofy vibe, to the extent that others may well associate you more with a puppy than the giant dangerous dinosaur you actually are.

[100cp, Free for Partner Digimon] *Who cares if they are perfect!*

When faced with overwhelming power, it can be easy to shut down or despair. That's not a problem you have to worry about anymore.

Now, opponents that are stronger than you fire you up, rather than shut you down. This perk won't force you to act recklessly though; it simply helps you take on these opponents in a positive mental state.

[200cp, Discounted for Partner Digimon] No Doubt

I'm sure there's plenty of wicked Digimon out there that would appreciate the delicious irony of a partner Digimon turning on and killing their Tamer. If they're expecting such a thing from you though, they are sure to be disappointed.

From now on, you cannot be compelled to harm or attack those you care about by any sort of external force. This protection will not prevent you from being controlled in other ways.

[200cp, Discounted for Partner Digimon] Data Protection

Like Arcadiamon, you have developed a mechanism that protects you from unwanted attempts to scan you and gleam information about your overall power level, known techniques, or other special qualities.

The protection gained from this perk is not limited to scanning from a Digivice; it applies to similar powers or technologies just as effectively. However, the protection does not apply while you are not conscious, solely applies to your body. For example, if someone were to get a copy of your data, then this perk would not prevent them from analysing that copy.

[400cp, Discounted for Partner Digimon] Overwrite

The ability to Overwrite is inherent to the Digimon of this particular Digital World. It is what allows a Digimon to draw power from their emotions.

This perk provides you with the particularly violent strain of Overwrite possessed by ancient type Digimon, such as Veedramon. Unlike these Digimon, you won't suffer any of the typical setbacks caused by the violent strain of Overwrite, such as your lifespan being eaten into, or having difficulty

Digivolving after too many uses of it. You'll also be able to somehow rely on Overwrite even when not in a Digimon form.

Let your rage be your strength.

[400cp, Discounted for Partner Digimon] Jumps Square

You have learned a strange but remarkable ability. I'm not clowning around.

Using this ability, you create a large zone which you have a great deal of power over. The zone is around the size of a small field, large enough to cover a fight between Mega level Digimon and their Tamers. Maintaining this zone does require some effort on your part, but is not unreasonably taxing.

So long as you remain within this zone, you are able to warp yourself, as well as objects as large as swords, to any other point within the zone. It also allows you to eavesdrop on any digital or telepathic messages that pass through the zone.

Of course, it can be advantageous for someone who isn't in the thick of things to utilise this ability. Fortunately, you can choose to pass on the benefits of this zone to someone else, such as your Tamer. This person becomes the one who chooses what warps and where, though it is still your body that can be warped around, not theirs. This person is also the one who is able to eavesdrop on messages. Both you and your chosen beneficiary must remain in the zone for them to maintain these benefits, and you can rescind this bestowal at any time.

[600cp, Discounted for Partner Digimon] Ultimate Force

The Ultimate Force, or Ulforce, is a special, holy Overwrite power. Whereas a regular Overwrite can be drawn from strong emotions in general, the Ulforce specifically derives from pleasure, joy, and the desire to protect others.

In addition to the power boost resulting from a regular Overwrite (which will stack with the boost provided by the *Overwrite* perk, if you've also acquired it), the Ulforce provides you with a strong regenerative effect, and will make Digivolution easier should you be in a Digimon form. These advantages are dependent on maintaining the appropriate feelings.

On top of this, any Mega level or above Digimon forms you possess are now capable of undergoing a special transformation which you can enter and exit as you please. In these transformations, your body is protected by Blue Digizoid, a lightweight Chrome Digizoid alloy which prioritises speed and mobility, and takes on the Vaccine attribute, reflecting the holy nature of the Ulforce. Maintaining these transformations is effortless, and you don't need the appropriate feelings to do so.

Unpartnered Digimon Perks

[100cp, Free for Unpartnered Digimon] Gabo Guide

A lot more goes into an adventure than simply beating up bad guys. Fortunately, thanks to this perk, you've become quite proficient at navigation, identifying suitable places to camp, and setting up camp itself. With a skillset like this, any hero is sure to appreciate you tagging along.

[100cp, Free for Unpartnered Digimon] Gabo Grub

You can't adventure on an empty stomach! Fortunately, you've become quite the handy cook, and also have a great deal of luck scrounging up food and ingredients to keep you and a small party fed as you travel about the world.

[200cp, Discounted for Unpartnered Digimon] Leo's Lessons

You have what it takes to train large squads of troops, instilling in them a strong sense of discipline and camaraderie.

In the case of Digimon, you may even be able to get Rookie level Digimon up to the Champion level, but you certainly won't be pulling off the miracle growth a Tamer can provide with this perk alone. This is a perk for training an army, not developing elite troops.

[200cp, Discounted for Unpartnered Digimon] Self-Sealing

Do you feel that you have gotten too powerful? Are you worried about accidentally harming others? If so, you may appreciate this perk.

You are now capable of toggling your powers, perks, abilities, and physical and mental capabilities anywhere from off (or as low as possible for your current form depending on what you are toggling) all the way up to full power.

Additionally, Digimon forms you possess can now be regressed to any prior evolutionary stage, or "level". This regression can be undone with ease, should you wish to show off your true power. However, this regression also provides an opportunity to develop down a different pathway, just as MagnaAngemon did in order to become Dominimon. Be warned, once you have forked from your original development pathway via this perk, you will no longer be able to revert to the original path; you will have to regress to where you forked off, and go through the process of earning your Digivolutions all over again. As a precaution, you will never accidentally fork off from your original development path while regressed via this perk – you must knowingly choose to do so.

[400cp, Discounted for Unpartnered Digimon] Digital Doorways

Sometimes, you need a helping hand. Why not reach out and grab one from another world?

While in a Digital World, you will be able to pull individuals from the human world over to your Digital World. In order to do so, the target must be close to a computer, V-Pet, or similar device. You will be able to send summoned individuals back to where they came from just as easily.

While in a non-Digital World, you will be able to pull entities from a Digital World to your location, via a computer, V-Pet, or similar device, and can send them back in the same way. If a setting has multiple Digital Worlds, you will be able to pull from any of them, but will have the easiest time accessing the most relevant one. If a setting is not known to have a Digital World, this perk will ensure that it does have one. 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 cause them to.

As you grow more powerful, your control over this will grow. This will allow you to peer into the counterpart world in order to find suitable targets to summon, and eventually even create holes that allow you to freely travel between the two worlds for a short period of time.

[400cp, Discounted for Unpartnered Digimon] Digivice Designer

Just as Whamon was able to provide Tai with his Digivice 01, so too can create such devices.

Creating a Digivice is an exhausting process for you, as you manifest it from basically nothing, manipulating the 1s and 0s that make up the Digital World. Somehow, you'll also be able to do this just as effectively outside of the Digital World.

To start with, you can only create Digivices with the functions present in the Digivice 01 (see the Digivice 01 item for more information). By studying the Digivices you make, as well as similar devices found in other settings or Digital Worlds, you may learn to add new functions to the Digivices you make, either by modifying existing Digivices you have made or by making new ones altogether. Generally, the more powerful you are making the Digivice, the harder and more exhausting this process will be.

[600cp, Discounted for Unpartnered Digimon] Dark Virus

At your core, you are a dark, digital virus, which provides you with a number of advantages.

Your corruptive nature allows you to attack the emotions of those that remain within a close range of you. In the short-term, this allows you to disrupt the powers and abilities of others that depend on certain emotions, significantly weakening their effects, if not preventing your foes from using them outright. Even the legendary Ulforce will struggle to function if you wish it so.

In the long-term, you are able to shape the emotions of others, amplifying certain feelings others experience, and in turn influencing the actions they take to some extent. Used correctly, you could manipulate them like a puppet while they are none the wiser.

Finally, if you are ever absorbed or consumed by another being, you will not immediately die. Instead, you will have the opportunity to corrupt them from the inside. After some time, your takeover will be complete, and the new body you inhabit will undergo a transformation into a new form that maintains its advantages whilst adding the advantages the old you had. At this point, the body will be considered yours for the purposes of anything that it matters to, with this particular form becoming a new alt-form which you can switch to and from at will.

-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, Exclusive to Humans] Digivice 01

This item cannot be discounted.

The Digivice present in this particular Digital World. You can choose the colour it comes in.

The Digivice 01 is a wrist-mounted computer. It can be used to send data to Digimon this requires you to aim the device at your target Digimon and can be intercepted by certain powers or simply by missing and hitting the wrong Digimon with the uplink. This allows the wielder to send mental commands to the Digimon, allowing underwater communication and communication that is less likely to be picked up on by an opponent. The Digivice 01 is capable of converting mundane items like food or herbs into data and uploading it to a Digimon in the same manner; this is of limited value as those items could just be used as normal.

Next, the Digivice 01 is capable of scanning nearby Digimon. This will allow the Digivice 01 to approximate their health as a HP value. Examining the data picked up in this way can provide other advantages, such as learning information about special techniques, or synthesising digital “vaccines” to poisons or viruses employed by certain Digimon.

Finally, the Digivice 01 allows you to DNA Digivolve two willing Digimon, fusing them into a single, more powerful entity. This has no time limit, and you can “partition” the fused Digimon back into its component Digimon just as easily.

For Free, you receive a single Digivice 01. For an additional 200cp, you receive a second Digivice 01, allowing you to wear one on each wrist. The primary benefit of this is the ability to fuse a two Digimon DNA Digivolution with a third non-fused Digimon. This is referred to as Triple Jogress.

Should your Digivice 01 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 Adventure V-Tamer 01 manga, including all crossover content. The first copy is in the original Japanese, while the second has been perfectly translated to a language of your choice.

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

[50cp] Goggles of Courage and Friendship

A set of nice-looking goggles, an item often worn by protagonists across the Digimon franchise. Looking at them helps to remind you of your resolve.

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

[50cp] Camping Set

This item set comes with a backpack, a tent, some sleeping bags, and some pots and pans for cooking. Some basic items for those planning to journey around the Digital World.

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

[50cp] Sigma Set

Feeling a bit shy? This item set comes with a mask in a design of your preference, as well as a handheld computer with a text to speech program.

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

[100cp] Victory Journal

This journal will automatically update in order to maintain a battle record for yourself and those that fight under your direct command, such as partner Digimon. Along with the outcome of these battles are any battle-related observations you made during these encounters, such as weak spots shared by a certain type of enemy, or useful tactics you devised. Occasionally, childish scribbles and doodles will appear in the margins – were you to digitize these and send them as a command to your partner Digimon, you may get some bizarre and potentially comedic tactics employed.

The journal will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

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

[100cp] Medicinal Herbs

You have acquired an endless supply of special herbs, which you can retrieve from seemingly nowhere at any time, no matter how improbable that might be.

These herbs look like leaves, with circuit-like patterns etched into them. They are extremely bitter, but can be crushed to make a potent salve to treat injuries. Their bitter taste might even be a benefit to you, if you can get an opponent to taste the salve rubbed into you as they try to bite or eat you.

As a special consideration, you can be assured that the herbs from this item will work on any form you possess, no matter how unusual.

[200cp] V-Pet

A virtual pet toy, somehow lacking a Digimon to raise. If you are a Partner Digimon, its likely that this is the V-Pet which your Tamer raised you in prior to meeting you in the Digital World.

Digimon, and similar digital entities, can enter and reside in the V-Pet. There is sufficient space for a single Digimon to live comfortably. Food suitable for Digimon can be spawned in, and waste can be remotely cleaned up; each of these processes can be manually done by someone using the V-Pet, or set up as automatic process, and this can be changed at any time.

If the V-Pet is destroyed, any inhabitants will be safely ejected from it. Additionally, if it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Data Conversion Machine

This strange machine is able to convert small to medium sized items into compact data disks. These data disks can then be converted back into their proper forms at your convenience.

The machine is a bit bulky, but not so large or heavy that a child could not carry it around in a backpack. When you consider the sheer amount of supplies this could enable you to carry on your person, it is a great deal for an adventurer.

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

[400cp] V-Tamer Tags

A set of five triangular tags, each a different colour.

When brought together, these tags can be used to undo powerful seals, such as the one present at Daemon's Castle. This means that this item will allow you to head straight for the enemy base, and mess up Daemon's plans, though you would still have to deal with him as a Mega level Digimon.

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

[400cp] Healing Capsule

A large machine, which can house even Mega-level Digimon.

A Digimon that rests in the capsule will be healed. This process is not instant, and will require them to stay in the capsule, generally up to a few hours. The capsule can heal most things, though very powerful or esoteric attacks, such as Arcadiamon's Dot Matrix will be beyond the machine on its own. But that doesn't mean such a thing is unsolvable; in fact, those who stand near the capsule can willingly offer up some of their energy in order to make the healing process both stronger and faster. Your capsule is guaranteed to heal species other than Digimon, ensuring you can continue to heal yourself and others throughout your chain.

Additionally, Digimon resting inside the capsule can have their data scanned, which can provide useful information for those who know how to make sense of it, such as how close they are to Digivolving.

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

[600cp] Digimental

A rounded rectangular pendant, with a large spherical crystal embedded into it.

When held by a human, the Digimental allows them to empower a nearby Digimon of their choice. This will cause the Digimon to undergo either a temporary Digivolution or Mode Change, allowing them to fight at a level above what they would typically be capable of.

Your Digimental has a few special benefits over the one that will appear in this Digital World. First, you can use it even when not a human, but you still can't use it to empower yourself. Second, you don't have to empower a Digimon; non-Digimon empowered by the Digimental simply receive a temporary power boost instead of a Digivolution or Mode Change. Finally, your Digimental will not run out of charge over time, allowing you to consistently empower your ally without having to go through pointless "warm-up" battles first.

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

[600cp] Jumper's Castle

You have gained control of this impressive looking castle, which has an aesthetic of your preference.

The castle has a small hospital, with a couple of special healing capsules, as described in the *Healing Capsule* item above. Inactive companions may reside here, provided they remain on the property.

The castle also has a small force of Rookie level Digimon, which may become more powerful if trained, but don't have any special qualities or potential. They count as followers and are completely loyal to you.

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

Should the 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.

[800cp] Ultra Digimon Egg

You have acquired a special Digi-Egg, which contains a Digimon as powerful and dangerous as Arcadiamon. This may be an existing Digimon line, or something entirely original.

Hatching the egg will require a large amount of energy and a good amount of time. It will hatch at the In-Training II level, and will be considered a follower (but may be imported as a companion in a future jump). This Digimon has an incredible amount of potential, ensuring it can eventually reach the Ultra level. Before it reaches that stage, it can hold its own against Digimon multiple levels above it. It has some kind of absorption ability that can rapidly expedite its movement through its development path. It is loyal to you, and will not resist any attempt you make to take over its body.

If the egg is hatched or destroyed, you will receive a replacement at the start of the following jump. Post-chain, you will receive a replacement after ten years.

-Companions-

[Free] Your Partner

You are entitled to a single purchase of any of the 50cp companion options. Tamers will likely want to a Partner Digimon, and Partner Digimon will likely want a Tamer. If you are an Unpartnered Digimon, a fellow Digimon for an ally or minion might be a good idea.

[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 an Origin, and 600cp to spend on perks, items, and their species. 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 Adventurer V-Tamer 01 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 or partners, you may also get those Digimon free of charge. You can decide whether they use separate companion slots, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences. If are choosing to incorporate some or all of the crossover chapters, this will matter a whole lot more.

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

[0cp] Crossover Chapters

V-Tamer has various standalone crossover chapters, where Tai Kamiya from V-Tamer meets Davis Motomiya from Adventure 02, Takuya Kanbara from Frontier, Ryo Akiyama from Anode/Cathode Tamer and more, and Tai Kamiya from Adventure: (2020).

Using this toggle, you can decide whether any of these crossovers occur during your time here. If you are using the *Jumper History* toggle above to incorporate your actions from these settings, then these crossovers may occur differently than usual, but you still won't be able to interact with prior versions of either yourself or companions.

[+100cp] No Official Translation

Everyone you encounter in this jump will insist on speaking Japanese, and nothing else. Unfortunately, you have forgotten any knowledge you might have of the language. While learning the language from scratch is possible, any perks or special powers you possess that might make such a task easier will inexplicably fail to do so.

[+100cp] Can't Swim

You have forgotten how to swim. While learning to do so is possible, any perks or special powers you possess that might make such a task easier will inexplicably fail to do so. This will be a problem for those looking to explore the Net Ocean. Aquatic Digimon will be particularly troubled, as their natural advantage in the water is nullified.

[+100cp] Shy Guy

You are shy, and find it difficult to speak up for yourself and your beliefs. This difficulty is mitigated by typing your opinions, and either sending them as messages or having a computer vocalise the text for you. With a great deal of effort, you can learn to overcome this shyness.

[+200cp] Crippled

An unfortunate accident has robbed you of the use of your legs. Unlike Rei, this will persist in both the human and Digital Worlds.

Healing this injury is impossible for the duration of the jump. Should you currently possess a form without legs, then you will be equivalently physically disabled in some other manner.

[+200cp] Nothing More, Nothing Less

You have an unfortunate habit of underestimating your opponents. This leads you to discount the power of bonds between Tamers and their Digimon, and to assume you have defeated an enemy when a win comes too easy. This may well come back to haunt you.

[+200cp] Fixed Level

Throughout this adventure, many Digimon are able to grow in leaps and bounds, and undergo the process of Digivolution. Unfortunately, you (or your partners) are not so lucky.

For the duration of the jump, you and any Digimon that fight on your behalf are unable to undergo Digivolution or Mode Changes that are equivalent to jumping up a level. DNA Digivolution is still possible, but otherwise you'll have to settle for the level of power you are starting out with.

[+300c] Daemonic

Oh dear. It seems that Daemon is significantly further along in his plans than he would normally be. He has already hatched Arcadiamon, taken over its body, and progressed all the way to Daemon (Ultra). It will be impossible for you to convince him that you are on his side. I hope you are ready to take on the final boss right out of the gate!

[+300cp] The Parallelmon Problem

Whether or not you include Davis's appearance via the *Crossover Chapters* toggle, Parallelmon will appear during your time here, and will target you. In addition to the threat it normally presents as a Mega level Digimon, Parallelmon will somehow be able to summon some of the strongest threats you have faced in other settings, each of whom are eager for a rematch. Should you not have visited many other settings yet, it will instead summon additional Parallelmon from other timelines to fight you.

[+300cp] Data Theft

Somehow, enemy Digimon you or your partner Digimon battle have incorporated parts of your data into their bodies. This means that the standard opponent may have as much as 10% of your powers and abilities in addition to what they would ordinarily possess. More notable opponents will have a great deal more.

Attempts to exploit this drawback to give extra power to your allies will invariably fail. Should an enemy become an ally, they will lose any power they gained from this drawback.

-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:

Stay in the Digital World: You choose to remain in this world. Your chain ends here.

Next Chapter: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

On Time and the Digital World:

According to the crossover chapter with Ryo, Tai's adventure in the Digital World lasts more than three years, though it is possible that this is a gag relating to how long the manga had been running at the time.

Regardless, due to the extreme time disparity between the human and Digital World, Tai's adventure only takes up about a day in the human world.

On Digimon Forms:

You are not limited to Digimon that appear in the V-Tamer 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 Digivice 01 and V-Pet Imports:

If you like, you can choose to import the second Digivice 01 into the first, so that you have a single device that is Triple Jogress capable.

If both the Digivice 01 and V-Pet are purchased, they can be combined into a single device. If multiple V-Pets are purchased, they can be combined into a single V-Pet that can house a number of Digimon equal to the number of V-Pets purchased. These combining options can be done even if purchases are spread over Jumper and companions.

So, what exactly happens here, anyway?

Tai tries to enter the D-1 Grand Prix Digimon Tamers Convention, a competition where people fight with the Digimon they have raised with their V-pets. He is turned away, as Zeromaru, his Veedramon, is consider an unknown type of Digimon, and he is therefore believed to be a cheater. Suddenly, he is pulled through his V-Pet into the Digital World, where he is able to meet Zero in person.

Searching for the Holy Angel Castle, which was mentioned to Tai as he was pulled in to the Digital World, the pair encounter Gabo the Gabumon, who tags along with them after they defeat a pursuing Tortomon, and takes them to the Holy Angel Castle.

At the castle, Tai gets into an argument with Leo the Leomon, over the best way to train Digimon. Leo has Zeromaru battle against a Kuwagamon, and though it is much faster than Zero, Tai's strategy allows them to win the fight. Impressed by the result, MagnaAngemon appears. He was the one who summoned Tai into this world. He explains that Tai's help is needed to defeat Daemon, who leads his

evil forces in an attempt to gain control of the Digital World. He is apparently raising the egg of an Ultra-level Digimon in his castle. MagnaAngemon says he can return Tai to his world right now if he doesn't wish to help, but Tai decides to join them. Gekovitch the ShogunGekomon objects to his attitude, and insists he battles the Tamer/Digimon pair first to see if they are up to the task. The pair are able to prove themselves, and head off from the Holy Angel Castle, with Gabo acting as their guide.

Gabo explains that in order to enter Daemon's castle, Tai will need to collect five special V-Tamer tags. Gabo warns that many Ultimate-level Digimon may get in their way. Soon, they encounter Etemonkey the Etemon, who was sent by Daemon to deal with them. Etemonkey says it would be boring to dispose of them right away, and that in anticipation of their plan, he has sent an Ultimate-level Digimon to guard each of the tags.

After defeating a couple of Champion-level Digimon, Triceramon appears. Although Triceramon is superior in offense, defence, and speed, Zeromaru is able to harm it by firing an attack in its mouth. As Zeromaru finishes it off, Gabo realises one of the hidden strengths of the Tamer and Digimon pairing is that the Digimon is able to fight at their absolute limit because they are confident that their Tamer can help them recover from injuries they might sustain. Gabo wonders why a good Digimon like Triceramon was acting like a bad guy, and Etemonkey appears, telling him it is because of Daemon's great power. Etemonkey acknowledges their victory this time, and Tai acquires the Tag of Earth.

The trio make their way to the Net Ocean. The next tag is supposedly underwater, but Zero can't swim. They soon meet Gon the Gomamon, who warns them of a monster who has appeared recently and scared everyone off. They realise that this is the Ultimate that Etemonkey had sent here. Zeromaru starts training to learn to swim. Gon doesn't believe such a thing is possible, but Tai says that if Digimon try hard, they have limitless possibilities. A few days later, one of the Ultimate's henchman attacks, grabbing Gon. Thanks to his training, Zero is able to swim out to defeat the henchman, and rescue Gon. The henchman flees to warn his master. Gon realises that Taiichi was correct, and asks to join in on their training.

As Zero continues to train to swim, Gon speaks to Whamon who, after learning that they have a tag, asks Gon to bring the pair over. Once Tai and Zeromaru are brought to Whamon, he invites the three inside his mouth. Tai is surprised that inside is a void rather than a whale's inside, and Whamon explains that this world is comprised of data, and the appearance of things is mainly so it is easy for humans to grasp them. He says that Daemon is a virus that is destroying the arrangements of the 1s and 0s of the world, and that Tai and Zeromaru are the "vaccines" that must defeat Daemon. Whamon provides Tai with the Digivice 01, a hand-held computer that has many useful functions, including allowing a Tamer to send their thoughts to their Digimon, allowing them to communicate even underwater. Whamon says that Gon will be the next one to protect the Net Ocean. With that Whamon returns to a Digi-Egg form, having completed his task.

Tai and Zeromaru head out to face MarineDevimon, the Ultimate-level Digimon. Gon returns home to put the Digi-Egg somewhere safe, and returns to help fight MarineDevimon. Although MarineDevimon is at an advantage, with the assistance of Gon and after Tai tricks MarineDevimon to emerge from the surface of the water, they are able to defeat him. Gon Digivolves into Ikkakumon, and Tai collects the Tag of the Sea. Once again Etemonkey briefly shows up to congratulate them on their victory.

Tai, Zeromaru, and Gabo head to the next tag's location. They encounter a wounded Patamon, who claims to know where the tag is, but warns that a cursed monster recently appeared and caused Digimon to attack each other. Patamon leads them to the tag, but the group is suddenly hit by a strange gas and attacked by some Digimon. Zeromaru defeats the Digimon, but becomes angry at Tai, thinking that he wants to replace him with Patamon. Zeromaru wishes to fight Tai, but Tai instead runs off with Gabo and the Patamon. Zero doesn't pursue. Tai realises that Zero must be under the influence of some kind of spell, and the Patamon reveals itself as a Bakemon and attacks them. Tai reads Bakemon's data over and over with his Digivice as Gabo battles it, and Gabo is able to defeat it. Tai gives his Digivice to Gabo and tells him to bring it to Zero. The Ultimate-level Digimon Myotismon appears, mocking Tai for being betrayed by his friends. He ties Tai up, and plans for Zeromaru to arrive and kill him. However, when Zero shows up, he instead frees Tai, who had managed to create an antidote for the effect of the spell from Bakemon's data, not unlike how poisonous creatures are generally immune to their own poison. Myotismon tries to apply his own stronger version of the effect to Zero, but it doesn't work as Zero no longer harbors any doubts in his heart for the power to prey upon, and Tamer and Digimon make up. Myotismon blinds Zeromaru, but Tai puts himself in harm's way and uses his voice to direct Zeromaru's attack, with complete faith that his partner won't hit him. Myotismon is defeated, and the castle disappears, as it was only an illusion. Tai obtains the Tag of Illusions and Etemonkey briefly appears to acknowledge their victory.

While Tai, Zeromaru, and Gabo are sidetracked at Star City, Etemonkey returns to Daemon's castle. Daemon reveals that having seen the power of a Tamer/Digimon bond, he has recruited a human to help him bring out the full power of the Ultra-level Digimon he is preparing. This human is Neo Saiba, a Tamer with two Digivices, who promptly defeats Etemonkey at Daemon's request by DNA Digivolving his Ogremon and Devimon partners into SkullSatamon. Etemonkey says he was playing along because his dream was to go the human world and play with human children, but warns Neo that Daemon intends to invade it instead. Neo says that he doesn't care.

Tai and company reach the Metal Factory, where they soon encounter Neo. Tai and Neo know each other – Neo is the D1 Champion Tamer, and Tai thinks he is there to help them. Neo says that he is in fact here to fight them, using a MetalGreymon that Neo had reunited with after deleting it from his V-Pet in the human world as a Greymon after it lost. MetalGreymon has the clear advantage, but Neo commands it to take Zeromaru's attacks without blocking over and over so he can scan Zeromaru's data with his Digivice, appalling Tai. When MetalGreymon can take no more damage, Neo simply deletes him, bringing out Ogremon and Devimon and having a huge edge with a near complete data scan of Zeromaru. An angry Zero does battle against the two Digimon. He dominates the battle, but then Neo DNA Digivolves his pair of partners in SkullSatamon, completely healing it, and revealing Neo's goal of letting Zero wear itself out. Neo vents his frustration; at the D1 championships, though Tai could not compete, he asked for a friendly match with Neo afterwards. The match somehow ended up in a tie, going against how the V-Pets are supposed to operate. Neo couldn't accept tying with some trash Tamer, and wants to get a win back here. Neo mocks Tai for being a bad Tamer, but suddenly Zeromaru is able to surpass his limits and seriously damages SkullSatamon. Neo gives Tai the Metal Empire Tag, and retreats for the time being, saying he will meet them at the Tree, where the last tag is.

The group heads to Hospitown so that Zero can recover. They meet some Digimon that have since Digivolved from Agumon that were at the Holy Angel Castle, and who tell the group that Leo has since Digivolved into Panjyamon. Zero is put into a healing pod to recover. While Zero recovers, the town is attacked by some of Daemon's forces. Zeromaru is able to recover in time to defeat them.

Jijimon, who was overseeing Zeromaru's recovery, tells Tai that Zero has not Digivolved yet because he wants his relationship with Tai to stay the same, and so his heart has put a brake on the Digivolution process. Jijimon assures Tai that he has been raising Zero well, and that Zero will Digivolve when the time and circumstances are right.

The three head to the Tree, which floats in the sky. Those with a tag can ride an elevator to the top. The three find that much of MagnaAngemon's forces are present, utterly defeated by Neo. A Biyomon is present, and Tai asks it to go to Hospitown to ask for help, as some of the Digimon are still alive. The Biyomon is afraid to act against Neo, but Tai tells it about his goggles, which were given to him by his grandpa, who got them from his talented pilot friend – they represent courage and friendship, and Tai says they are a symbol of his resolve. After Zero defeats a minion of Neo's, the Biyomon tells the three to go on ahead to Neo, and to leave Hospitown to it.

Once the three encounter Neo, he has his Kokatorimon destroy the elevator, preventing their escape. Neo mocks Tai, saying without a flying Digimon, he will die if he falls. Tai warns him about Daemon's plans to take over the human world, but Neo says he already knows and plans to deal with it, but wants to deal with the Tamer who ruined his perfect record first. Kokatorimon turns Gabo to stone, so he can't interfere with the fight, and DNA Digivolves Kokatorimon and Kuwagamon into Megadramon. Megadramon keep distance with his flight, but Zeromaru plays dead and counterattacks when it approaches. Neo reveals his trump card, "Infinite Jogress" – by partitioning and refusing his pair of Digimon, it will fully restore Megadramon's health, which allows him to heal it endlessly. Tai manages to discover the flaw in the technique – he helps Zero land a critical blow, as the fusion always ends up in the exact middle space between the two participants. Neo is not done though, as he reveals the Ultimate-level Digimon (Cherrymon), and uses his two Digivices to pull off Triple Jogress, fusing the Cherrymon and Megadramon to create Ghoulmon, a Mega-level Digimon. Ghoulmon's attack opens a portal to the human world due to its power. Ghoulmon easily knocks around Zero, until Tai tries to get in the way to stop it. Tai is knocked off the tree and Zero grabs his hand, trying to pull him back up. Tai commands Zeromaru to let him go, then jump into the portal and find a better Tamer in the human world. Tai falls and Zero jumps after him. Fuelled by a desire to save Tai, Zeromaru Digivolves into AeroVeedramon, which can fly. An aerial battle takes places between Zero and Ghoulmon, and many portals appear during it. Ghoulmon is destroyed, and Tai and Zero attempt to rescue Neo, but he falls into a crevice, disappearing. Tai obtains the Sky Tag, the final tag.

After recovering at Hospitown, Tai, Zero, and Gabo head towards Daemon's castle. On the way, they find a human girl, who they save from one of Daemon's minions. She reacts as the Digimon mentions Neo before being destroyed, but doesn't elaborate. Meanwhile, the Ultra-level Digimon is hatched, and put in the care of Neo, who Daemon had saved. Neo tells that while he is raising this Digimon (Arcadiamon), he has summoned three tamers from the human world, Alias III, each of whom controls a Mega-level Digimon.

Tai and his group take a break. The girl, Rei, explains that she was injured in the human world but is fine here. She also appeared with a strange pendant. Sigma of the Alias III appears and challenges Tai. He carries a small computer which he uses to speak for him, and wears a mask. Sigma's Piedmon battles Zero. Piedmon's Masks Square ability allows him to warp himself and his swords freely within the space, and it also allows Sigma to intercept commands sent to Zero. Sigma explains that he hides behind a mask and uses his computer to talk because he was ignored in the real world, and only through online chat found his identity. During the right, Rei's pendant reacts strangely. Tai is able to trick Sigma into warping Piedmon's swords into Piedmon by sending a false command. Part of

Sigma's mask breaks and he surrenders with his own voice, messaging Tai after he leaves that they will meet again.

On the way back to the castle, Piedmon thanks Sigma for allowing him to live. However, when the pair return, Neo feeds Piedmon to Arcadiamon, and it Digivolves from the In-Training level to the Rookie level. Neo sends Mari to attack Tai next, as he plans an attack on the Holy Angel Castle so Arcadiamon can eat MagnaAngemon. Igamon, a spy, rushes to tell Tai, and then heads off to warn the castle, but is stopped by Mari and her Rosemon. Mari plays dumb in order to draw out the battle between her and Tai. Once that is discovered, Mari attempts to control Zero with Rosemon's attack, but Igamon is able to stop it from working. Zero defeats Rosemon. Gabo, Igamon, and Rei are left behind as Tai and Zero rush to the Holy Angel Castle.

Neo's forces battle against MagnaAngemon's forces. MagnaAngemon warns Neo that Daemon is using him and that Arcadiamon is a threat to everything that cannot be controlled. Neo says that he knows of a secret method to keep a fully developed Arcadiamon under control, and MagnaAngemon is shocked he knows about it. MagnaAngemon releases a seal on himself and Digivolves to Seraphimon. Seraphimon battles Arcadiamon, but Arcadiamon Digivolves to the Champion level during the battle and wins. The energy from MagnaAngemon allows Arcadiamon to reach the Ultimate level. Arcadiamon absorbs energy from Leo and MagnaAngemon, but Zero and Tai arrive before they are killed. Neo leaves with Arcadiamon and Tai and Zero don't pursue so they can ensure Leo and MagnaAngemon survive and recover. A recovered MagnaAngemon explains that Neo plans to use the power of the Digimental, a special material somewhere in the Digital World that can help a Digimon reach the Ultra level. Meanwhile, Hideto – the last member of the Alias III – has learned the location of the Digimental and has orders to recover it.

Hideto and his Omnimon show up before Rei. Hideto knows Rei, and is surprised she is here. The pendant she is wearing is the Digimental, and he asks that Rei come with him. She agrees. Tai and Zero arrive shortly after, and are filled in by Gabo and Igamon. Zero and Tai race after Omnimon, but struggle against it. Eventually Rei tells them to stop, and reveals that she is Neo's sister. Zero and Tai retreat for the time being, but decide to go back after Omnimon. While Zero recovers, Rei is taken to Neo, who is also surprised to see her. She asks him not to destroy the Digital World, but he sends her away. It is revealed that in the past, Neo was much nicer and played his V-Pet alongside his friend Hideto, but one day Rei was hit by a car and crippled. Neo wants to take over the Digital World and turn the human world into data so he can recreate that time.

Hideto and Tai meet and battle again. Hideto explains that Digimon undergo a process known as "Overwrite" in order to display their emotions, which is how their emotions effect their capabilities. Ancient type Digimon, like AeroVeedramon have especially violent Overwrites – this explains how Zero's anger has provided such a power increase. The downside to this is these violent Overwrites damage the Digimon that experiences, eating away at its lifespan. Hideto speculates that Zero is near his limit of Overwrites, and likely can't Digivolve any further. He gives Tai and Zero an opportunity to surrender, but they refuse it. Hideto reveals his past, Rei's injury, and Neo's goal, confident he is fighting for good. Zero gets trapped in a rock, and Gabo and Igamon step in to fight to. Hibeto's order to destroy them shakes Omnimon's resolve, and causes Zero to experience another Overwrite and gain a new attack. Omnimon elects not to dodge or block the attack, in an attempt to kill itself. Hideto partitions Omnimon, but the pair of WarGreymon and MetalGarurumon refuse to be fused again, having lost confidence in Hideto. Hideto realises that wiping out Digimon goes against Rei's wishes, and acknowledges his defeat.

Daemon meets with Neo to ask about his progress; however Neo betrays Daemon and Arcadiamon absorbs him, and Digivolves to the Mega level. Hideto returns to the castle, and the Alias III tries to persuade Neo that he is doing the wrong thing. Neo explains that they have fulfilled their purpose – he needed them to fight Tai so the Digimental could be recharged. Rosemon and Omnimon battled Arcadiamon. Rosemon is destroyed and Omnimon is defeated. Rei tries to persuade Neo again but fails. She and Alias III realise Tai is the only hope left. Hideto escapes on Omnimon to inform Tai, while the others are captured.

As Zeromaru recovers, Hideto arrives and tells Tai what is going on. A group of NeoDevimon, artificial Digimon created by Neo, arrive to destroy the wounded Omnimon, but Zero recovers in time to stop them. Meanwhile, Rei, Mari, and Sigma break out and investigate Arcadiamon. Sigma realises that Arcadiamon is protected by a special mechanism called the Dot Matrix. The group is discovered, but Sigma gives the data to Rei and asks her to escape and bring it to Tai. Neo sends Callismon (another artificial Digimon) to retrieve Rei. Callismon catches up to Rei and knocks her out, but Zero destroys it. As Rei is knocked out, she can't give the data to Tai, who heads to Daemon's castle. Rei wakes up, but by the time she can get to the castle, Zero is utterly defeated by Arcadiamon. Neo, wishing Tai to despair, allows Omnimon to collect Zero and the others, and retreat to the Holy Angel Castle. Sigma explains that the Dot Matrix is in invisible attack of Arcadiamon that reduces things to 0s and 1s and allows Arcadiamon to absorb it. Jijimon realises that somehow Zero is resisting the effects of the Dot Matrix. Neo's forces attack the Holy Angel Castle. Omnimon, MagnaAngemon (Digivolved to Dominimon), and Leo (Digivolved to Regulumon) team up to fight Arcadiamon. Rei cheers a despondent Tai up, showing him that all of the other Digimon are sharing their energy with Zeromaru so he can fight off the Dot Matrix. Tai asks to look at the Dot Matrix data.

Zeromaru recovers, and he and Tai take over the battle against Arcadiamon. Tai has learnt that the Dot Matrix attack causes Arcadiamon to expend energy which is equal to the amount of data it is converting then absorbing. This means he can coordinate with Zero to dodge at the split second the attack is fired, and that dodging the attack causes Arcadiamon to expend its energy. As Zero gets the upper hand, Neo uses the Digimental, allowing Arcadiamon to Digivolve to the Ultra level. In a desperation move, Zero utilises the Violent Overwrite to attack Arcadiamon. Tai puts his trust in Zero, and though the attack does not succeed, the bond between Tai and Zero allows Zero to Digivolve into UlforceVeedramon. Jijimon says that the ancient texts he read explains that the 'Ulforce' is a variant of the Ancient Overwrite that draws specifically on the joy and the desire to protect. UlforceVeedramon takes the upper hand, but Neo won't give up. Rei realises that he is driven because of her injury, and throws herself off a cliff, but Zeromaru saves her. This causes Neo to realise that he was in the wrong for sacrificing others for Rei's sake, against her wishes. No longer supported by the Digimental, Arcadiamon reverts back to a Mega. However, Daemon takes control of Arcadiamon – he had allowed himself to be absorbed willingly in order to subvert Arcadiamon from the inside, which was his plan all along. Arcadiamon becomes Daemon (Ultra).

Zero and Daemon do battle, but Daemon has the advantage. Daemon's Dark Virus is a virus that attacks emotions, allowing it to negate the regenerative powers of the Ulforce. Tai finds the Digimental, and almost falls to his death, but is saved by Neo. With the Digimental, Zeromaru becomes UlforceVeedramon Future Mode, and is able to destroy Daemon.

Tai and the other humans return to the human world, with Zero coming back with Tai inside his V-Pet. Tai once again isn't allowed to participate in the V-Pet competition, but Neo has a friendly battle with him afterward.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) The **Recruit** option now allows you to pick up Digimon partners for free when recruiting human Tamers as companions.

1.2
(i) **Ultimate Force** now specifies it applies to Mega level *or above*.