
Yu-Gi-Oh!

Yu-Gi-Oh! Duel Monsters

Anime

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

In ancient Egypt, millennia ago, Egyptian kings engaged in magical contests known as “Shadow Games”, summoning monsters to do their bidding. In the present, a card game known as Duel Monsters has taken off. Unknown to the general public is that Duel Monsters is based on these very games.

Our story concerns a young boy called Yugi Muto. After Yugi assembles an ancient Egyptian artifact known as the Millenium Puzzle, his body becomes host to another soul – that of a nameless Pharaoh. Together, they will be forced to confront numerous foes, including owners of massive companies and wielders of other Millenium Items. It’s time to duel!

You arrive here the day that Yugi’s grandfather will show Yugi’s friends his legendary Blue-Eyes White Dragon card. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

IMPORTANT NOTE: Unless you take a certain drawback, losing your soul will not cause chain failure. However, if your soul is destroyed, or if it is not returned/taken back by the time the jump comes to an end, you will fail your chain.

-Age and Gender-

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

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

-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.

King

You might not be royalty right now, but such a title seems natural to apply to you. Are we looking at the next "King of Games"? Or, were you some kind of pharaoh in a past life?

Supporter

You are part of Yugi Muto's friend group. You probably aren't wielding mystical powers, and when you are, it is probably some dark force taking advantage of you. Still, this doesn't mean you can't duel, and you might find you are quite good at it if you stay committed.

Rival

You wouldn't consider yourself a friend of Yugi, and often find yourself opposed to him for one reason or another. Still, you aren't exactly a bad guy either, and may have to work alongside him when the circumstances get dire enough.

Villain

You are a villainous sort, the kind who uses dark powers for their own gain. Whether your objective is world domination, the end of all life on Earth, or some more personal goal, is up to you.

-Location-

You are free to begin at any of the following locations.

Domino City

The focal points of many events to come. It is the home of Yugi Muto, it is where the KaibaCorp main headquarters are located, and should things go as usual it will play host to the Duel Monsters tournament known as Battle City.

Duelist Kingdom

A private island owned by Pegasus, which will play host to the Duelist Kingdom tournament should events play out normally.

Duel Tower

An island that was formerly a KaibaCorp military base. It hosts the final stages of Battle City, after which it will be destroyed and sunk into the ocean by Seto Kaiba. Also known as Alcatraz Island.

United States of America

Duelists such as Bandit Keith and Rebecca Hawkins come from America, and it will become a major focus of the Waking the Dragons and Grand Championship arcs, should events proceed as expected. Places of note include the Industrial Illusions headquarters, the US headquarters of KaibaCorp, the headquarters of Paradius, the Stone Wasteland, and the soon-to-be built Kaiba Land USA.

-Perks-

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

King Perks

[100cp, Free for Kings] It's Time to Duel!

The card games played here might be to determine the fate of the world, but at the end of the days they are still games, and games are meant to be enjoyed.

From now on, you'll be able to maintain your composure when playing games with grand stakes. You'll even be able to derive some enjoyment out of the experience; this won't go far as to make you seek out danger, but at least you'll be able to appreciate the gameplay when you're dueling for your soul.

[100cp, Free for Kings] Welcoming Host

Whenever you possess the body of another (via any means), you will have the opportunity to alter their appearance somewhat in order to better reflect your own. These are relatively minor changes such as a change in height, or a slightly different hairstyle. You can decide how these manifest each time to take possession, but such changes will vanish when your possession ends.

Curiously, whilst others might note that you have a bit of a different air about you, they won't identify specific changes brought on via this perk.

[200cp, Discounted for Kings] Tag Duelist

If you are anything like Yugi, then you'll find that there will be times where you need to depend on a partner in order to survive – and not just the one he shares a body with.

Fortunately, you have a natural talent for coordinating with others, particularly in card games. You have an easier time reading what they are planning to do, and you can find ways to give information or suggestions to your partner without making that information obvious to your opponents. You also have a knack for noticing synergies between you and your partners decks – such as realising that your ace monster and theirs are compatible for a fusion.

[200cp, Discounted for Kings] Mind Shuffle

Whilst you are in a position where multiple minds and/or souls control the same body, mind reading techniques or powers used on that body can only target the mind or soul currently controlling that body. Whilst you control said body, you can prevent the other minds and souls from having access to some or all of the information you acquire. Likewise, with your permission, these other minds and souls can do the same thing. In combination, by 'shuffling' your minds around, you can thwart attempts to read your mind.

If you have also purchased *Tag Duelist*, then by building up trust with other minds or souls that inhabit your body, you can learn to seamless switch between minds mid-duel with each mind somehow being able to pick up on tactics the previous mind was relying on without actually learning what these tactics are directly. This will allow you to duel mind readers on even terms.

[400cp, Discounted for Kings] Catapult Turtle Flying Castle Gambit

The rules of Duel Monsters can be more like guidelines at times, and you seem to grasp this better than most.

Thanks to this perk, you will find that you are able to ignore certain aspects of the game of Duel Monsters, such as timing, and invent new rules wholesale that don't extend past the duel you are currently involved in. In order to so do, there must be either be strong "narrative" reasons, or card flavour that would lead to things working out the way you want. For example, if you had truly effectively defeated an opponent that turn, then something like giving your monsters some bonus Attack points when they "attack together" would be possible. In another example, you could destroy the "floatation ring" of a flying castle monster in order to cause it to crash onto the monsters positioned underneath it. You will only be able to make use of this power infrequently, but you will have a good sense of when you have the opportunity to do so. In a world so focused on card games, the ability to "cheat" like this can't be underestimated.

Post-jump, this will apply to any card games you play. The manner in which you can bend the rules will vary by game, but will never be greater than your ability to bend the rules of Duel Monsters.

[400cp, Discounted for Kings] Ever-Growing Vessel

Whilst your body is being possessed or controlled by another, then skills that being employs using your body will quickly be picked up by you. Talent and skill displayed by that person will be soaked up

like a sponge, with you learning not only the hows and whys of their actions, but also unconsciously brainstorming weaknesses and flaws in their approach. Given sufficient time, you may one day come to surpass them in their area of expertise.

The reverse is also true. Whilst you possess or control the bodies of others, then they will learn from your possession just as you would have. This will help your vessel come to stand on their own two feet.

In either case, this perk can only allow people to learn skills they could actually train or improve normally. For example, if you are throwing around all kinds of magic, then your vessel will not get anything out of that unless they already have access to that magic system.

You can toggle either aspect of this perk individually as you desire.

[600cp, Discounted for Kings] King of Games

You have an immense talent for games of all kinds. You are quick to pick them up and understand their intricacies, allowing you to pull off impressive feats like defeating the creator of a new game on your first attempt at playing.

This talent is most apparent in the area of card games. You are skilled in devising creative and effective decks, particularly those which are built around cards of great importance to you.

By placing your trust in your cards and the bonds you have with them, you can make use of a special kind of ability that extends beyond mere luck, allowing you to draw important cards in vital moments. This is a phenomenon which may be referred to as the “Heart of the Cards” by some.

In this world, your talent is matched only by the Nameless Pharaoh who inhabits the Millenium Puzzle.

Supporter Perks

[100cp, Free for Supporters] Battleguard

You have experience fighting with your fists, and can hold your own against small groups of thugs. In a world so focused on card games, you’d be surprised how often this may come in handy.

[100cp, Free for Supporters] Time for Téa

You are an excellent dancer, and could easily beat the likes of Johnny Steps in a dance battle. If you put in the effort, you have what it takes for a successful career overseas as a professional dancer.

[200cp, Discounted for Supporters] Blameless Victim

Yugi Muto’s circle of friends are often targeted by various supernatural powers, be it becoming a host body for the Millennium Ring, controlled by the Millenium Rod, or falling under the sway of The Seal of Orichalcos.

Fortunately, actions you take whilst your mind or body is being strongly influenced or completely controlled by others that would go against your true behaviour will never be held against you. Those that know you who observe such behaviour will be quick to determine that something is amiss, though if your body snatcher is wise enough to keep to your usual manner, this perk will be of no help to you.

[200cp, Discounted for Supporters] Aroma Tactics

You have an incredibly keen and precise sense of smell. With it, you would be able to spray each card in your deck with a perfume, and pick out individual scents amongst them, allowing you to correctly identify the complete order of your deck from top to bottom. Of course, such a strong sense will have its uses outside the realm of Duel Monsters as well.

If you have also purchased *Blameless Victim*, then not only will your use of your sense of smell to gain an upper hand always be considered legal in all forms of card games, but also socially acceptable. Were you to stop relying on such a trick, your opponents may well ask why.

[400cp, Discounted for Supporters] Heart of the Underdog

You might not have the immediate dueling talent of the likes of Yugi Muto or Seto Kaiba, but that doesn't mean standing as a peer to the likes of duelists like this is impossible for you.

It's in your nature to learn and grow as a duelist. Whilst you may commit errors in duels, you learn from them, and aren't likely to repeat them. Additionally, whilst rookie mistakes made during Duel Monsters and other games will set you back, they tend not to do so nearly as much as they would ordinarily.

If that wasn't enough, you are just plain lucky. This is especially prevalent during duels, and allows you to succeed with gambling strategies superior duelists might discard due to their inherent risk. Cards like Time Wizard are extremely dangerous in your hands.

[400cp, Discounted for Supporters] Symbol of Friendship

You have an easier time developing and maintaining deep and meaningful friendships with others. This friendship serves as a source of strength; in dire circumstances both you and your friend can draw on your friendship in order to find new reserves of motivation.

That's not all though. When you are in the close proximity of someone you have formed such a bond with, you will be able to project yourself into their mind. This does not allow you to read or control their mind; rather, it does the opposite, as your presence wards off the attempts of others to do so. Maintaining this projection does require your continued concentration, but it can bypass magical barriers and intrude on Shadow Games, allowing you to support your friends when they need it most.

Don't underestimate the power of friendship!

[600cp, Discounted for Supporters] Solemn Judgement

Do you think it is unfair to lose a winnable duel because you passed out during a Shadow Game? Are you disgusted by the thought of becoming a mere pawn in a game between two wielders of dark and strange powers? Then you'll appreciate this perk.

From now on, you are completely immune to unwanted attempts at controlling or reading your mind, removing or altering your memories, possessing your body, and stealing your soul. During Shadow Games (and similar contests) you also experience much less physical and psychological damage and pain than you otherwise would.

For all this perk can do for you, it is not without flaw. Should you lose a Shadow Game, or similar contest, you will be vulnerable to the consequences of doing so, even if this perk would normally protect you from them. This does not impede any other protections you may have – it only limits the effectiveness of this perk alone.

Rival Perks

[100cp, Free for Rivals] Quick on the Draw

You have mastered a few special card tricks that may well save the life of you and others during your time here.

First, you are able to fling Duel Monsters cards and roughly approximate objects at high speed. This will allow you to quickly give a card to a person across the room, and even disarming foes as the card stabs into their hand. You can pull this off both by throwing the card directly, and by "drawing" a card out of your duel disk.

At close range, you can even 'flick' a card out of your hand to land behind the hammer of a gun, jamming it. Of course, such an act is likely to damage your card, but it's worth it, right? You probably shouldn't use a card you care about for this.

[100cp, Free for Rivals] Pilot with Eyes of Blue

You are an accomplished pilot, able to fly helicopters, jet planes, and similar vehicles, with a high degree of skill.

Perhaps there is a particular vehicle you'd like to fly?

[200cp, Discounted for Rivals] Blue-Eyed Obsession

When it comes to one particular thing, you are intensely driven. Some might even call you obsessed. This is chosen by you on purchase on this perk. You can choose a small collection of related things, but the effect of this perk will be diluted as a result.

As a result, you will find it easy to motivate yourself when it comes to your chosen obsession. You will have a much easier time incorporating in your designs, just as Kaiba incorporated the Blue-Eyes White Dragon into his theme parks and even his personal jet plane. If that obsession is a Duel Monsters card, you will be better at building decks around it.

[200cp, Discounted for Rivals] Reincarnation

In a past life you played a role during major events concerning ancient Egypt some 3000 years ago. You don't remember anything about this past life, and it will not actually majorly impact the setting you are visiting.

As a result of possessing this past incarnation, you are now somehow able to read hieratic text. Such text appears on The Winged Dragon of Ra, and you may also encounter it should you happen to go looking through ancient Egyptian tombs.

In each future world you visit, you will be given an equivalent knowledge of an ancient language from thousands of years ago, should such a language exist to learn. You can also choose to have had a past life thousands of years ago in that setting – as with your past incarnation here, you won't remember anything about it and it won't have noticeably impacted the current day of the world you are visiting.

If you have also purchased *Blue-Eyed Obsession*, and chose a single Duel Monsters card, then you can optionally have that card play some role during your past life. For example, it may have been a young woman with a strange power who gave up her life to become your Ka. If you choose to do so, then under rare conditions that card may choose to self-destruct when used in duels not involving you in ways you would not approve of.

If you are Dropping-In, or simply don't want a past life, you can elect to ignore these aspects of this perk and simply gain the other benefits.

[400cp, Discounted for Rivals] Company Man

You have exceptional business acumen and entrepreneurial instincts, on par with Seto Kaiba's.

Such talent will allow you to quickly multiply your starting capital, particularly if you are willing to rely on underhanded tactics like buying up a controlling share in a company and selling it back to them for a significant markup. It will also allow you to pull off feats like pivoting a weapons manufacturer into a gaming company without losing insane amounts of money – though such an act does risk upsetting those who will lose out in the transition.

[400cp, Discounted for Rivals] Blue-Eyes White Destiny

There are those that see the future, and they may well see a future in which you lose. But what can be does not equate to what will be, at least where you are concerned.

Notions of 'fate' or 'destiny' no longer constrain you. You will no longer face setbacks as simple as losing a card game or as grand as death simply because it was meant to be. Your strong connections with other beings, whether they are human or Duel Spirits, will allow you to overcome the future sight of your opponents, as you are suddenly drawn (or at least alerted to) other possible actions that were not predicted.

Fortunately, the effects of this perk are entirely one-sided, meaning that destinies that would suit you (even if you are not aware of them) may still benefit you.

Of course, just because you are no longer fated to lose does not mean that you can't lose if you make the wrong decisions, or are put into bad situations.

[600cp, Discounted for Rivals] Solid Visionary

You are a genius on par with Seto Kaiba, and share his understanding of science and technology. You have a comprehensive understanding of Solid Vision technology and duel systems; this same knowledge will both allow you to hack into such systems to spread viruses, as well as to detect virus and dispose of them. If you dedicate yourself to it, you might even be able to roll out Duel Disk technology prior to its widespread production for the Battle City tournament.

Of course, your genius level intellect can be turned towards gaming as well, allowing you to beat world champions in chess, and more importantly Duel Monsters.

Villain Perks

[100cp, Free for Villains] Wolf In Sheep's Clothing

You are a good actor, particularly when playing the role of a helpful and harmless friend to your enemies.

Such talent will help you get close to your foes, in order to gain information and find a time to strike. An improved ability to bluff may also help in duels.

[100cp, Free for Villains] Duel Monsters Tarot

You know how to make readings using a person's Duel Monsters deck in place of a tarot deck.

Your readings are surprisingly accurate; whilst they may not read the future with anywhere near the kind of clarity a Millenium Item will provide, you may nonetheless gain insights that would have otherwise eluded you.

[200cp, Discounted for Villains] Death Game

You have a talent for devising and constructing elaborate death traps, ones that you can easily tie to the game of Duel Monsters.

For example, you could adjust a Dueling Arena to instal a flamethrower you can fire at your opponent, or set up a duel where the loser will fall through a glass ceiling, or have their legs sawn off.

[200cp, Discounted for Villains] Bandit

You have a keen sense for opportunities in which you can steal valuables from your marks, be they cards, ancient Egyptian treasures, or something else entirely. Attempts to create these opportunities yourself are also likely to succeed; if your mark is not wary of you, you might even be able to fool them into letting you examine your target items first-hand – at which time you can run off with or destroy them, whichever suits you best.

If you have also purchased *Death Game*, you'll also have an easy time creating opportunities to force your foes into such games alongside you.

[400cp, Discounted for Villains] Game Creator

You are highly skilled at designing games that are fun, that afford plenty of space for skill and expression, and which are extremely marketable. You also have extremely good fortune when taking such games to market, allowing you to do so under the optimal conditions. With sufficient capital, you could very well create games that rival the amount of influence that Duel Monsters has in this setting.

That's not all though. Should you model a game after an existing magic ritual or mystic phenomena, just as Pegasus modelled Duel Monsters after the Shadow Games played in ancient Egypt, then the resulting game will carry over aspects of those rituals and phenomena. This might not be something that comes into play for casuals or those without magic power, but under certain conditions your game might be able to act as alternate manner of conducting said rituals or producing said phenomena. This effect is dependent on the same underlying principles as your game's inspiration, limiting or removing its value when you bring your game between settings.

[400cp, Discounted for Villains] Return of the Shadow Games

You now have the power to create Shadow Games – contests between two or more people with serious stakes, usually involving a serious penalty enforced on the loser.

Your ability to design and implement Shadow Games is tied to your magical power. Even without other magical power, you can turn Duel Monsters duels into Shadow Duels where the loser's soul is consigned to a world of darkness, sometimes referred to as the Shadow Realm. The more magically powerful you are, the more freedom you have over this. For example, you could add a condition where when a monster is destroyed its owner loses memories of a person, possibly permanently. At extreme levels of power, you might even manage to replica the Dark RPG played between Bakura and Atem, a complicated original game taking part in an artificial world of memories, with its gameplay bleeding over into the real world as it progressed.

You can also alter certain deadly implements so that when they would kill a person, they instead send them to the Shadow Realm. Often this has some obvious aesthetic change associated with it, such as turn spinning saw blades into energy discs.

[600cp, Discounted for Villains] Sinister Sorcery

You have great magical power. The true nature of this power is yours to determine. It might be an innate power of darkness of yours, a gift granted to you by the Orichalcos, or something else entirely. Whatever the case, it is clearly sinister in nature.

With your power, you can pull off all kinds of impressive acts, such as creating storms, conjuring items such as swords, telepathically communicating with others, remote viewing, and using telekinesis. More powerful kinds of magic will require extended ceremonies and chanting, which prevent you from doing other things.

In time, you may even discover a method of obtaining eternal youth (or at least an incredibly long lifespan lasting more than 10,000 years).

General Perks

[Free] Dueling Basics

You are familiar with the rules of Duel Monsters, both as they stand at the start of the series, and also the new set of rules introduced for Battle City. This doesn't include any special rules, such as ones used during Duelist Kingdom. You are somehow familiar with the attack names of any cards you come across, but this perk does not give you any other knowledge of any individual cards. You know how to shuffle cards.

Additionally, you are familiar with the operation of the Duel Disk produced for the Battle City tournament. You find it comfortable to duel using it, as well as wear it around.

[Free] Crazy Hair

Many notable individuals in this setting possess truly ridiculous hair. Now, you can join them!

On purchase of this perk, you can design a hair style along the lines of the styles present here. At the start of each jump (including this one), you can choose for your hair to adopt this style. You must actually have hair to use this effect. Post-chain, you have this opportunity once every ten years.

Additionally, whether or not you have made this choice, you find it much easier to maintain both this style, and the quality of your hair generally.

[100cp] Card-slinging Cutie

You're quite the looker, aren't you?

On purchase, you must decide whether you receive a boost in feminine beauty, allowing you to rival Téa Gardner or Mai Valentine, or an equivalent boost in masculine handsomeness. Alternatively, you may choose to receive a boost in cute, mascot-like, charm, which allows you to compete with the likes of Kuriboh. You may purchase this perk up to 3 times, but each time you must choose a different option. How these options interact with each other is up to you.

I'm sure you'll be able to find ways to take advantage of this.

[200cp] Mimic of Doom

You have an unusual shapeshifting ability. With it, you can adopt just about any human form, as well as mimic any voice you have heard before.

This ability does not give you any special powers or talents the person you are imitating possesses.

-Items-

You may choose 2 50cp or 100cp items, 2 200cp items, 2 400cp items, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Duelist Kingdom Invitation

Shortly into your stay, you will receive this package, inviting you to participate in the upcoming Duelist Kingdom tournament.

Included in this package are a few invitation cards, Glory of the King's Hand, Glory of the King's Opposite Hand, a dueling gauntlet, and two-star chips. These will be required to take part in the tournament, though the cards cannot be used within the game of Duel Monsters itself.

If you took the Villain Origin, you may instead elect to take on the role of an Eliminator. In this case you may elect to receive an oversized dueling gauntlet or two instead of the standard sized one. Acting as a Player Killer means you have no chance of winning the tournament; your role is simply to eliminate regular duelists.

You are not required to take this item. If Duelist Kingdom is somehow prevented from occurring, you receive the contents of this item at the end of the jump.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Your star chips are the exception, but only for the duration of the Duelist Kingdom tournament.

[Free] Locator Card

A clear object about the size of a playing card. This, along with a Duel Disk, are required to participate in the Battle City tournament. You will receive this shortly before the tournament, at the same time you would receive your Duel Disk.

Each Locator Card is different, and by collecting six such cards, one can discover the secret location of the Battle City Finals, qualifying them to enter. As such, duelists must wager them in duels during the tournament preliminaries.

You are not required to take this item. If Battle City is somehow prevented from occurring, you receive your Locator Card at the end of this jump.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, it will not do so during the Battle City tournament.

[Free/50cp] Duel Disk

A device which is worn on the left arm, and serves as a portable version of the Dueling Arenas that use Solid Vision technology to bring cards to life. The device works by sending data to and receiving from a satellite; fortunately, yours will somehow continue to work even without that connection.

This device has not yet been produced – as such, you will receive yours shortly before the Battle City tournament like most duelists. If by some reason your actions prevent the Battle City tournament or the production of the Duel Disk, you will still receive yours at this time.

For Free, your Duel Disk is the standard model introduced for the Battle City tournament. For 50cp, you may have a customised Duel Disk of your preferred design; this is solely an aesthetic difference and provides no practical benefits.

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

[50cp] Series and Films

A copy of Yu-Gi-Oh! Duel Monsters (anime), Yu-Gi-Oh! Capsule Monsters (miniseries), Yu-Gi-Oh! (Toei anime), Yu-Gi-Oh! (1999 Film), Yu-Gi-Oh! The Movie: Pyramid of Light, and Yu-Gi-Oh! 3D Bonds Beyond Time on your preferred form of physical media. Where possible, you will receive both the original Japanese as well as the English Dub version.

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

[50cp] The Ties of Friendship

You have a copy of The Ties of Friendship, a prize card that will be awarded to the winner of the Duelist Kingdom tournament. It cannot be played, and only serves as a trophy for the winner.

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

[50cp] Blank Cards

You have an endless supply of blank Duel Monsters cards – you'll always be able to find more amongst your collection should you need them.

These cards cannot be played, but may serve as a way of storing souls you are able to steal with a Millenium Item or other means. Souls may be taken across jumps in this way, but a soul trapped in a card and taken across jumps can no longer be taken out of the card by any means until the chain is over. Individuals that are made into followers or companions in some other way are not kept under this restriction. Cards can be destroyed to remove excess copies floating about in your collection, but destroying a card with a soul in it also destroys that soul.

[50cp] Capsule Shooter

Each purchase of Duel Armor or Capsule Monster World also gives you one purchase of this for Free.

A device that is worn on the arm and used to bring forth Capsule Monsters. It has little use outside of a Capsule Monster World.

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

[100cp] Custom Attire

Does Kaiba's fashion sense resonate with you? Do you want to cosplay as a Dark Magician Girl? Then, you might appreciate this item.

This item provides you with up to three outfits of your design, chosen by you on purchase of this option. They are self-cleaning, self-repairing, and always fit you perfectly, but provide no advantages beyond ordinary clothing.

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

[100cp] Duel Disk Version 1

A pair of prototype Duel Disks, like the ones used by Seto Kaiba during the Duelist Kingdom tournament. Unlike the finished product, the majority of the device is not held on the arm, but rather thrown out in front of you and retracted when you need to change the cards present on it. Notably, the cards in ones hand are also manifested as holograms which stand in front of their duelist and obscure their face.

The layout of the device also necessitates some rules changes from the usual Duel Monsters. As you have a pair, you can experience this variation with others. Or, perhaps you'd like to study the devices to put out your own Duel Disk before KaibaCorp does?

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

[100cp] Dueling Arena

A large arena intended for the use of Duel Monsters. Such arenas were a common method of tournament level Duel Monsters prior to advent of the Duel Disk, and were also rented out for private use.

Your arena can easily be modified in order to accommodate different rule formats of Duel Monsters (including tag duels), place pre-existing fields for monsters to take advantage of (as was common during the Duelist Kingdom tournament), and even to accommodate entirely different games, such as Dungeon Dice Monsters.

Should your dueling arena be destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Computer Bunker

This is a bunker, hidden either close to your starting location, or placed on another property you possess.

In addition to being disguised at first glance, it is also outfitted with various identification technologies, such as a retinal scanner, in order to keep unwanted guests out.

Inside the bunker is a large supercomputer. The computer is quite powerful, and with sufficient know-how will allow you to pull off feats such as hacking into satellites and the databases of large companies.

At the start of each new jump, you may choose to move this bunker to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the bunker 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.

[200cp] Blue-Eyes White Jet

Your own copy of the infamous Blue-Eyes White Jet, the personal jet plane of Seto Kaiba, which has been designed to greatly resemble a Blue-Eyes White Dragon.

Alternatively, your jet can resemble any other monster card (existing or original), so long as it can be remotely justified as a jet plane (for example, another kind of dragon or flying creature). No matter what you choose, it will remain approximately the same size and have the same performance as the Blue-Eyes White Jet.

Regardless of the form it takes, your jet will never run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you like.

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

[200cp] Helicopter

A standard helicopter. Compared to the prior option it may not be as flashy, or as fast, but it will allow you to transport more people at once.

Your helicopter will never run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you like. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Jumper Kingdom

Your very own private island!

The island features a variety of biomes, from a forest to a desert, and even an underground system. Spread throughout are dueling arenas, which work as described in the *Dueling Arena* item, and which are set up with initial fields that resemble their surroundings.

Dominating the centre of the island is a large castle. This castle has luxurious accommodations, as well as yet another dueling arena. It also has a dungeon to lock up prisoners, and state of the art security and cyber-security.

Accompanying this item is a small army of employees to maintain the various aspects of the island for you. They count as followers and are intensely loyal to you. Should any perish, replacements will arrive at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for your island to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should your island 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 via a special gateway. Should the ship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Jumper Craft 3

This vehicle resembles a large blimp, but in actuality is a large luxury jet. This not only means it is capable of traveling at much higher speeds, but also that the blimp portion can be destroyed without compromising the vehicle.

Located at the top of the blimp is a duel ring intended to be used in Duel Monsters duels, though Duel Disks are still required. Just try not to lose your cards, as recovering cards that have fallen off the vehicle may be troublesome!

The vessel is also equipped with decent accommodations to account for a small party (say, the finalists of a tournament), and their friends, plus the staff needed to run and maintain the vehicle. It has state of the art medical facilities as well. It comes with the necessary staff to operate and maintain the vehicle, including a few highly trained medical professionals. They count as followers, and are loyal to you. Should one perish, a replacement will appear at the start of the following jump (post-chain, after ten years).

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

[400cp] Orichalcos Stone

A small fragment of the Orichalcos stone, which may take the form of a ring or pendant if you like.

Such a fragment is required in order to power your ‘The Seal of Orichalcos’ card. It can also be used to forcibly end another’s use of this card, though doing so will result in your body taking some serious damage.

This stone can be used to temporarily manifest Duel Monsters, not unlike a Millenium item. It can also call forth an Orichalos Soldier, a fairly simple-minded creature that will challenge others to duels in order to collect souls using The Seal of Orichalcos.

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

[400cp] Duel Armor

A golden armour vest.

Duel Monsters and similar creatures are able to fuse with the armour. This provides massive physical enhancements to the wearer, changes the design of the armour to match the aesthetic of the monster, and may also temporarily create an appropriate weapon from them to use, which may grant them the ability to use magical attacks that resemble attacks from the monster. Extended use of the armour may fatigue the wearer.

In order to fuse with the armour, the Duel Monster must be fully manifested, whether that be achieved via some power that manifests Duel Monsters, being in a location where they can fully appear such as the Capsule Monster world, or through some other means. Normally only one monster may be combined with the armour at a time, but with sufficiently powerful bonds this limit can be overcome.

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

[600cp] Millenium Item

The Millenium Items are a set of seven magical treasures, which originate from ancient Egypt. One such treasure has fallen into your possession.

Uniform across the Millenium Items is their capacity to give their wielder access to great magical power, the ability to temporarily manifest Duel Monsters cards in the real world, and to initiate Shadow Games – contests of skill and luck with supernatural backing and serious consequences. Generally these Shadow Games are conducted using Duel Monsters, though such a thing is not mandatory.

Additionally, each of the seven items when possessed grants unique abilities, described in the Notes section. You may choose whether you receive a copy of one of these seven items, or a custom Millenium Item of your own design, which must remain in line with the level of power demonstrated by the canonical Millenium Items.

Lastly, you may optionally choose one of the following bonuses for your Millenium Item:

- Your Millennium Item is inhabited by a spirit of your design, decided on purchase of this item. This spirit can possess the wearer of the item, though this can be overcome with sufficient willpower, and has the equivalent of the *King of Games* perk. You may import an existing being who already lives inside you into this role, granting it the advantages this option provides. The spirit counts as a follower by default, though if you are importing an existing being, then it remains whatever that being counted as prior.
- Your Millenium Item is uninhabited. Once per jump, you may seal yourself within the Millenium Item. Should someone else attempt to wear or wield the item, then you may attempt to possess their body. Depending on circumstance this might be an equal partnership, or you suppressing a hapless victim. If the Millenium Item is destroyed whilst you are sealed inside, it will constitute death for the purposes of chain failure. At the start of the next jump, you will be safely unsealed and regain your body (post-chain, this occurs after ten years).

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

[600cp] JumperCorp

Congratulations, you now have a controlling share in your very own company!

This company, akin to the likes of KaibaCorp or Industrial Illusions at the start of the series in terms of size and influence, may be within any industry that makes sense for the setting.

Naturally, control over a company like this will afford you a high level of wealth and freedom, and at least to begin with it is very easy for you to shift the company's priorities to match your own. Even a military arms manufacturer could be pivoted to a focus on gaming if that is what you want.

Your company will follow you between settings, though its nature may change in order to fit in appropriately. You may even encounter the same employees working for it, which may either be the very same people, or merely this new setting's equivalent, depending on your preferences (this mechanism applies solely to employees provided by this item, not those you otherwise get to work for it).

Be warned: it is possible for you to lose control of your company if you aren't careful, or if your enemies are crafty. Should such a thing happen, control will return to you at the start of the next jump. Post-chain, this will happen after ten years.

[600cp] Virtual World

You've gotten your hands on a large underwater moving fortress. It is equipped with tools that allow it to capture vehicles like the Kaiba Craft 3, state of the art computer systems that are well-suited to hacking even the likes of KaibaCorp, a small force of robots which both maintain the fortress and act as its security.

Perhaps most importantly, the fortress possesses a large server bank, which contains a virtual world of your own design, approximately equal in size to Noah's Virtual World as it existed at the start of the Virtual World arc. This virtual world can be accessed be using one of the many pods available. In this virtual space, you have the highest amount of authority, allowing you to teleport yourself and others around, and rearrange the environment. With sufficient time, you may be able to expand your virtual world further.

Your virtual world possesses KaibaCorp's card data, allowing for duels to take place using just about any card you could want. To begin with, it has data for all cards present in the Yu-Gi-Oh! Duel Monsters anime up until the end of the Battle City tournament, but as a special consideration it will automatically add data for any Duel Monsters or Yu-Gi-Oh! TCG card that you play or see played in a duel. This might serve as a way to practice in between tournaments (or even during a tournament if you find the time).

Your virtual world is good for far more than duels though. Here, minds can exist without a need for a true body. This means those that are dying can have their minds uploaded here to live forever as a digital being. That's not all; should a living person access this world, minds trapped inside will have an opportunity to take their body for themselves, allowing them to be truly revived. As administrator

you have complete control over when and how this can happen. You can even delete body-less minds outright if they become annoying.

During the chain, whilst you may carry minds in your virtual world between jumps, once someone has travelled between jumps in this way they are no longer able to leave your virtual world until the chain comes to an end. Individuals that are made into followers or companions in some other way are not kept under this restriction.

Should your underwater fortress be destroyed, a replacement will appear at a location controlled by you after 24 hours. All data on the servers will be preserved and carried over to the replacement, including any minds inside the virtual world.

[600cp] Pyramid of Light

An ancient artifact, which has the appearance of an inverted Millenium Puzzle that is made of crystal.

While this is not a true Millenium Item, it does confer the great magical power to the wielder. At any time, you may choose to bond with it – should you do so your spirit will persist after the death of your body, which can interact with the world in a limited capacity, and which prevents that death causing chain failure.

By absorbing sufficient life energy, the Pyramid of Light can reconstitute and sustain a physical body for you to return to. This body is quite malleable; with enough energy you could even take the form of a great beast of darkness.

Unfortunately, if the red gem in the centre of your Pyramid of Light is destroyed whilst you are stuck as a spirit or in the body provided by the artifact, then you will vanish, which will be considered death for the purposes of chain failure.

At the start of each jump you will be presented with an opportunity to separate from the pyramid and return to your 'normal' body (post-chain, you get this opportunity after ten years of being bonded to it.

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

[600cp] Capsule Monster World

This is a pyramid of some kind of similar structure. Inside is a portal to a world of Capsule Monsters. If you prefer, you can attach the portal to your Warehouse or other property you own.

When a human or similar being enters this world, they will automatically be provided a Capsule Shooter and a silver belt to store capsules. Duel Spirits can fully manifest within this world.

Throughout the world, you will encounter two kinds of Duel Monsters. The first kind are wild Duel Monsters, which are typically hostile. The other kinds are monsters trapped in stone capsules; when someone wearing a Capsule Shooter touches one of these, it will awaken the monster inside, which will be loyal to that person. It can become a capsule for easy carrying, and then awakened by firing its capsule out of the Capsule Shooter. When a Capsule Monster is harmed or destroyed, their

master will experience pain as well. Monsters found in this world cannot be removed from it, but on subsequent entries to this world obtained Capsule Monsters will be waiting for you to collect.

This world has a built-in safety feature, which safely and automatically ejects any visitor that would be harmed or killed. Visitors can leave at any time. You are able to toggle the safety feature on or off; whilst the safety is off you can also add a requirement for visitors to complete a series of trials found in this world before they can leave. You cannot change these rules whilst a visitor or their Capsule Monsters are in combat, and these rules must always be universal to all visitors.

Over time new areas will be added to your Capsule Monster world, featuring different environments and different selections of monsters. Both kind of monsters will also respawn in their original location after some time, ensuring the world remains full of content for you to enjoy.

Inactive companions may even reside here, but cannot leave the Capsule Monster world.

At the start of each jump, you can have the structure (or just the portal if you only took that) attached to your Warehouse. If you took the structure, you can have it appear someone appropriate, close to your starting location. If you just took the portal, you can move it to another property you control. Post-chain, you will have this same opportunity every ten years.

Should the structure or portal 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.

-Deck Builder-

In order to participate in Duel Monsters, the game that dominates this setting, you will require a deck of your own. This section will allow you to design your own deck, as well as give it various special properties.

All cards provided via this section have a strange durability to them. Though they might be deliberately ripped or marked, incidental damage as a result of play doesn't occur, and environmental damage and water damage are largely protected against as well. All cards provided will be considered completely legal in any Yu-Gi-Oh! setting, as well as settings where the Yu-Gi-Oh! Trading Card Game is played. They will have card data that allows them to work with Solid Vision technology, and appear in virtual worlds.

Should any card acquired via this section be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

You receive 800 deck points (dp), to spend in this section only. Created companions or companions imported via the *Standard Companion Import* option receive 300dp to spend instead. Jumper only may convert cp to dp at a 1:1 ratio.

Starter Deck

You begin with 60 cards, allowing you some room to customise your deck between duels. Some of these can be Fusion cards, but you must allow yourself at least a 40 card Main Deck.

Your cards may be split between existing cards, and original cards. Existing cards must comply with the Card Availability rules (see the Notes section). Your cards also must comply with the *Initial Power Level* you purchase in this section.

Deck Theme

Those looking for additional guidance can use these options when crafting their deck, but this is completely optional.

- **Character Deck:** Your deck is a copy of an existing character's deck. Some changes may be required to account for ineligible cards, to account for an incorrect Initial Power Level, or to add cards for a deck that was not fully revealed.
- **Existing Series:** Your deck builds upon some already existing cards, potentially creating original cards to 'fill-in-the-blanks', or add additional power and depth to the deck.
- **Jumper and Friends:** Your deck revolves around the various forms and powers of Jumper and/or their companions.
- **Jumpchain Deck:** Rather than focusing on Jumper directly, your deck is built around key events that have occurred during the chain. For example, Monsters might be powerful foes you overcame in the past, whilst Spells and Traps might reflect the tactics you or they used when you clashed.
- **Original Theme:** Your deck is an entirely original archetype or group of cards, based on something you like or ideas you already had for them.
- **Mix and Match:** You can even combine some or all of the above options if you like.

Initial Power Level

You *must* choose one (and only one) of the following options:

- **[Free] Duelist Kingdom:** Your deck is powerful enough to justify your invitation to the Duelist Kingdom tournament. However, you are likely to be easily dismissed by most major characters involved. Original cards at this level do not form a cohesive 'archetype'; at most they have some synergy through a shared type or attribute.
- **[100dp] Duelist Kingdom Finals:** Your deck may be as powerful as Yugi Muto's Duelist Kingdom deck. Original cards at this level do not form a cohesive 'archetype'; at most they have some synergy through a shared type or attribute.
- **[200dp] Battle City:** Your deck may be as powerful as Yugi Muto's Battle City deck, not accounting for any Egyptian God cards he may acquire over the course of the tournament. Original cards at this level may begin to form an 'archetype', with a few key members and support. A deck full of original cards might be split between a few different archetypes, though they might still share a type or attribute.
- **[300dp] Full Power:** Existing cards are no longer limited by power level, giving you free reign to choose what you like so long as they comply with the Card Availability rules. Original cards will allow you to create you a deck as powerful as Yugi Muto's anime deck (Dark Side of

Dimension is not included) at its peak, again not accounting for his use of Egyptian Gods, as well as the Legendary Dragons. At this point, your original cards may form a cohesive archetype, allowing for strong synergy between the cards.

Additional Cards

These options provide additional cards, which you can use to strengthen your deck. While some of these options may depend on your Initial Power Level, these options are not figured in to the calculation of your deck's power level.

[Varies] Import Cards

Do you already have some cards you are fond of?

In order to be a valid choice for import, the original card must either be a useable Duel Monsters card that you acquired from a Yu-Gi-Oh! or Duel Monsters setting, or an official and legal Yu-Gi-Oh! trading card (legal in this case does not refer to a banlist, but rather whether or not the card is useable at all). Imported cards are adjusted to be appropriate to Duel Monsters if necessary, and receive the same benefits that other cards you acquire from this section would generally receive. They are backed by the same Duel Monsters spirits that cards from this setting benefit from, however when importing particularly special cards such as the Egyptian Gods, unless you are importing the real deal connected to the appropriate Duel Spirit, the result will 'merely' be a powerful card instead of anything unique. Finally, importing a card ensures it is compatible with the Solid Vision technology present here.

Should an imported card gain a new appearance in order to become compatible with Duel Monsters, you will be able to toggle the card between its pre-import and post-import appearances any time outside of a duel, ensuring you can still use these cards for their former purpose.

For 200dp, you can import a maximum of 60 cards. However, you may instead do this for Free, provided all imported cards comply with the Card Availability rules, you can make a legal deck out of them, and you forgo the initial 60 cards this section would normally provide you.

For 300dp (even if you were able to take the previous tier for Free), 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).

[200dp] Continued Support

Purchasing this option will ensure that you will find new cards appropriate to your deck. You may find these extra cards when purchasing card packs, when going about the world, or sometimes even have them randomly show up amongst your collection.

Should your deck be behind the general power curve, these cards will work to improve the strength of your deck in order to keep it fairly relevant. This applies both to settings where Duel Monsters or the Yu-Gi-Oh! TCG is played. This power curve ignores extreme outliers; in Duel Monsters settings

this would cover things like the Egyptian Gods, while in more mundane settings it would apply to "Tier 0" decks that crop up in a given format.

Should your deck match or exceed this power curve, then new cards will not help strengthen your deck directly, rather they will facilitate alternate methods of using it. For example, they might allow you to lean on a particular sub-archetype more heavily, or provide retrains of some of your weaker monsters to let you use them seriously again.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100dp] Fusion Support

You receive a set of ten or so cards, tailored towards your archetype and/or playstyle, and appropriate to the *Initial Power Level* you have purchased here. These cards will help to make your uses of Fusion monsters more viable; they might include new Fusion monsters that require your own monsters, Fusion monsters which require Fusion Material from your allies' deck – helpful when dueling against or alongside them – or cards which help you get to your Fusion monsters faster.

If you have also purchased *Continued Support*, then the total amount of new cards your receive from that option will increase a bit, with these extra cards all being related to the Fusion mechanic. These extra cards are at the same level of power as the ones Continued Support is otherwise providing; at levels of power not present during this era, you might even acquire in-archetype Polymerization alternatives, and means to fuse monsters in other, non-conventional, ways.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100dp] Ritual Support

You receive a set of ten or so cards, tailored towards your archetype and/or playstyle, and appropriate to the *Initial Power Level* you have purchased here. These cards will help to make your uses of Ritual Monsters more viable; they might include strong Ritual monsters that can serve as aces, weaker Ritual Monsters that speed along your gameplan, or other cards that allow you to bring forth your Ritual Monsters more reliably.

If you have also purchased *Continued Support*, then the total amount of new cards your receive from that option will increase a bit, with these extra cards all being related to the Ritual mechanic. These extra cards are at the same level of power as the ones Continued Support is otherwise providing; at levels of power not present during this era, you might even acquire Ritual Spell Cards with multiple Ritual Monster targets, or which operate in non-conventional ways.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[50dp] Buy Singles!

Each purchase of this option provides you with three copies of any existing card that complies with the Card Availability rules. See the Notes section for more information.

[Free] Pyramid of Light Cards

Requires the Pyramid of Light item.

You have a single copy of 'Pyramid of Light' – this card in fact represents your Pyramid of Light within the game of Duel Monsters. You also receive three copies of 'Andro Sphinx', 'Sphinx Teleia', and 'Theinen the Great Sphinx', cards which work alongside it.

When the Pyramid of Light card is played, a Shadow Duel is created, with a large barrier appearing around the duelists that resembles the Pyramid of Light artifact. This barrier might tie into interactions between the Pyramid of Light and the Millenium Puzzle, forcing the spirits of nearby non-participants into the Puzzle – this presents the risk of the Pyramid of Light being damaged internally. During the Shadow Duel, whenever someone loses Life Points, their life energy is stolen and stored in the Pyramid of Light artifact. This quality of this life energy varies by person, so you may wish to targets the likes of Yami Yugi to get the energy you need.

While the card is active, all Egyptian God cards that appear on the field are immediately banished. Secret hieratic text invisible to all but you allow you to use it to special summon Andro Sphinx and Sphinx Teleia directly from your deck.

The Pyramid of Light artifact may be used to prevent the card counterpart from being destroyed during duels, but only while it remains undamaged. Should the card be destroyed, the artifact will be seriously damaged or destroyed, leaving you with the red gem at the centre of it at most.

Whilst the card remains in someone's possession, you will be able to whisper directly into their mind. Perhaps you could manipulate them into Shadow Duels that fuel the artifact?

[Free/300dp] The Seal of Orichalcos

Requires the Orichalcos Stone item.

When The Seal of Orichalcos is played, a barrier is erected around the duel, preventing others from interfering and the participants from fleeing. The loser of the duel will forfeit their soul, which will be stored in the card initially, and can be freed from the card or offered up for some purpose. Should a single body contain multiple souls, only one can be taken and a soul you were not aiming for can be offered up instead.

The Seal of Orichalcos cannot be negated or destroyed conventionally. To prevent a soul being taken the duel must end in a draw, or an external party can use an Orichalcos stone to break the barrier, which destroys the card on the field and generally results in a no-contest. Such an act is risky and brings harm to those who try it. The Seal of Orichalcos may temporarily disappear if the user lacks sufficient darkness in their heart, but should sufficient darkness return it will reactivate and claim their soul if they had lost a duel when it should have been in play.

In terms of gameplay, The Seal of Orichalcos is a powerful card. It is a Field Spell, which causes monsters under your control to gain 500 Attack points. This effect works by putting the monsters under the control of The Seal of Orichalcos; this same effect will allow an unworthy duelist to use an Egyptian God card, however doing so puts great strain on their body. The Seal of Orichalcos allows you to summon Monsters into your Spell &Trap Zones, treating them as additional Main Monster Zones when doing so. Whilst you have monsters in your normal Main Monster Zones, the ones in this back row cannot be targeted for attacks. You can move monsters back and forth between these zones during your turn.

Note that The Seal of Orichalcos is incompatible with the Legendary Dragons and their resulting fusions. You won't be able to play such cards whilst you control it. Playing it whilst they are already on your side of the field will cause them to be automatically be destroyed, and in the case of fusions immediately return the other Fusion Materials to the field if possible.

Normally, The Seal of Orichalcos influences the personality of its controller. As a special consideration, you do not suffer from this. Your opponents still do, which may be worth considering if you have some plan involving exchanging cards with them.

For Free, you have as many copies of 'The Seal of Orichalcos' as you need – you'll always be able to find more amongst your collection of cards. This allows you to take and store as many souls as you would like, but it doesn't allow you to share, as your Orichalcos stone only powers the ones you use in duels. Souls may be taken across jumps in this way, but a soul trapped in a card and taken across jumps can no longer be taken out of the card by any means until the chain is over. Individuals that are made into followers or companions in some other way are not kept under this restriction. Cards can be destroyed to remove excess copies floating about in your collection, but destroying a card with a soul in it also destroys that soul.

For an additional 300dp, you receive a series of cards that allow you to further draw out the power of Orichalcos. Specifically, you receive three copies of 'Orichalcos Deuteros', 'Orichalcos Tritos', 'Orichalcos Mirror', 'Mirror Knight Calling', 'Orichalcos Kyutora', 'Orichalcos Shunoros', 'Orichalcos Aristeros,', 'Orichalcos Dexia', 'Orichalcos Gigas', and 'Orichalcos Malevolence'. You also receive a single copy of 'Divine Serpent Geh'. These cards are otherwise unavailable from this section.

[50dp] Blue-Eyes White Dragon

The legendary Blue-Eyes White Dragon. Only four of these cards exist in the world, and one is soon to be ripped in half. Purchasing this option provides you with three copies of 'Blue-Eyes White Dragon', which would otherwise be unavailable from this section.

[250dp] Blue-Eyes Shining Dragon

Requires Blue-Eyes White Dragon.

Only a single copy of this card exists in the world, created by Pegasus possibly as a means of checking the Egyptian God Cards. It plays a vital role during the events of Yu-Gi-Oh! The Movie: Pyramid of Light.

In order to summon Blue-Eyes Shining Dragon, you must tribute a Blue-Eyes Ultimate Dragon you control. Though it starts off weaker than the ultimate dragon it is replacing, it gains 300 Attack Points

for each Dragon monster in your Graveyard, allow it to quick equal and surpass it. The player controlling Blue-Eyes Shining Dragon can choose to negate any effect that targets it. Lastly, you can tribute your Blue-Eyes Shining Dragon in order to destroy any single card on the field.

This last effect is particularly important, as it carries over to when the monster is manifested in the real world, such as during a Shadow Game. It is able to use this 'Shining Nova' attack to instantly destroy powerful creatures, such as Anubis in his true form. However, this will cause the physical card to burn away, and you won't receive a replacement until the start of the next jump (post-chain, after ten years).

Purchasing this option provides you with a single copy of 'Blue-Eyes Shining Dragon', which would otherwise be unavailable in this section. In order to facilitate your use of this card, it also provides you with three copies of 'Polymerization' and 'Blue-Eyes Ultimate Dragon', though these may also be obtained in other ways in this section.

[50dp/200dp] Golden Castle of Stromberg

An incredibly rare card, the Golden Castle of Stromberg was made solely as a test card by Pegasus. It is a forbidden card, that normally is incompatible with the Solid Vision system.

For 50dp, you receive three copies a "true" version of this card, which can somehow be used in duels. It is an interesting card, but it has high maintenance cost which makes it difficult to use seriously.

For an additional 150dp (200dp total), you also receive a single copy of a "hacked" version of this card. This version cannot be destroyed except by its own effect, and it forces your opponent to pay its high maintenance cost instead. In combination, it can cripple your opponent, rendering them easy pickings.

Both versions of the card will be considered legal to play in duels; however, those that become aware that you are using the hacked version of the card are likely to become unhappy with you. You cannot acquire any version of this card via this section outside of this option.

[100dp] Toon World

A card that was never made available to the public, and used exclusively by Pegasus. Toon World allows you to turn monsters under your control into Toon counterparts, conferring various benefits. Purchasing this option provides with three copies of 'Toon World', which would otherwise be unavailable from this section.

If you have also purchased *Continued Support*, then any time you are able to steal an opponent's card mid-duel and convert it into a Toon, then at the end of that duel you will receive a single copy of a Toon counterpart card. This must be a legitimate duel in which participants are playing properly (you can't have someone play against you with the deliberate intent of them feeding you cards to convert). If that card already had an existing Toon counterpart (whether via the anime or TCG), you acquire that card. If not, you receive an original card. The nature of the original card varies based on your power level. At lower power levels, the counterpart will either be identical to the original but also a Toon, or it may even lose effects in order to be more appropriate for your deck. At higher power levels, the counterpart may even receive new effects or have its effects changed in order to

better accommodate your gameplan. Once you have received an original Toon counterpart, it is fixed and converting the same card will always result in the same new card. You cannot receive more than three copies of a Toon counterpart via this method.

The above method does not preclude you from receiving Toon counterpart cards in other ways, it is purely an additional manner in which you can gain new cards.

[200dp/400dp] The Legendary Dragons

Timaeus. Critias. Hermos. In the ancient past, these three knights attempted to save Atlantis, and were turned into legendary dragons.

Each of these dragons essentially acts as a Spell Card, which fuse with your other cards. The Eye of Timaeus fuses with a monster card into order to create a new monster (in all demonstrated cases the resulting monster rides on Timaeus). The Fang of Critias fuses with any Trap card in order to create a Dragon monster. The Claw of Hermos fuses with another monster in order to create an Equip card that is used by another monster. As you might have surmised, this can add both power and synergy to your deck.

For 200dp, you receive a single copy of one of these dragons. For 400dp, you receive a single copy of all three. These cards are otherwise unavailable from this section.

You can choose whether these are the originals, or copies (both of the card as well as the monster they represent); if you choose the originals, this both means one or all of the dragons have awoken early, and that certain events to come may be thrown off-course.

[200dp/400dp] Your Legendary Dragons

Perhaps Timaeus, Critias, and Hermos were not the only knights to be turned into dragons by Dartz?

With this option, that may well be the case, as you have obtained a Legendary Dragon of your very own. This is an entirely original dragon – like the others, it can be used to fuse with your other cards in some way. It may use any of the methods of the existing Legendary Dragons, though the exact results for its fusions would vary a bit. Or it has a similar but unique method of fusion, such as fusing with Spell cards. Whatever your choice, it must remain within the same scope of power as the existing Legendary Dragons.

For 200dp, you receive a single copy of an original Legendary Dragon. For 400dp, you receive three such cards, which may be duplicates of the same original Legendary Dragon if you prefer. You are free to decide whether they actually tie into the background of the existing Legendary Dragons, or if they stand alone.

Any original Legendary Dragon cards acquired here are considered to have the full version of *Exclusivity*, as described in that option.

[Free] A Nameless Card

Requires either The Legendary Dragons or Your Legendary Dragons, at any tier.

Legend of Heart is a special card tied to the Legendary Dragons. Yugi will first receive it as a blank card, whose true nature will not reveal itself until the closing stages of the Waking the Dragons arc.

In order to use Legend of Heart, you must pay 1000 Life Points, and tribute a Warrior-type monster. Then you banish each of the three Legendary Dragons, and Special Summon their true, Legendary Knight, forms. Additionally, you can also destroy The Seal of Orichalcos, despite the usual protection the card has.

With this option, you can receive a single copy of 'Legend of Heart', which is the only way to acquire this card via this section. But, perhaps that doesn't quite work for you; maybe you don't have all three dragons, or you have your own original dragons? So, alternatively you can choose to receive a single copy of a custom card that allows you to banish up to three Legendary Dragons with different names in order to summon their Legendary Knight counterparts, and which requires the tribute of a Monster Type chosen by you on purchase of this option.

Legendary Knight forms of original Legendary Dragons must remain in line with existing Legendary Knights in terms of power.

An original card acquired here is considered to have the full version of *Exclusivity*, as described in that option.

[400dp/500dp] Egyptian God Cards

Obelisk the Tormentor. Slifer the Sky Dragon. The Winged Dragon of Ra. These three cards are the Egyptian Gods, a series of immensely powerful cards, which are strongly entwined with the fate of the world. Even outside of Shadow Games, these cards can cause real world damage and destruction. Only one of each card exists legitimately, and you can only acquire them from this section via this option.

The Egyptian Gods possess many, many, effects. Uniform amongst them is a need to tribute three monsters in order to summon them, that they can quickly shrug off if not outright ignore many card effects, and a requirement that the owner be 'worthy' of the card barring certain exceptions. Fortunately for you, purchasing a God from this option ensures you are worthy to wield any of them.

The Gods also have individual effects. There are far too many nuances and effects to explain here, but in short: You can sacrifice your own monsters to Obelisk to Tormentor in order to destroy your opponent's. Slifer's Attack and Defence are determined by the number of cards in your hand, and it will automatically 'attack' monsters your opponent summons, either weakening them or immediately destroying them if you are weak enough. Ra's a bit more complex: its Attack and Defence equal the combined points of those you are tributing to summon it, you can sacrifice your own Life Points to power it up, it can be summoned in a special phoenix mode, and it requires a chant to summon properly (which you will know if you purchase it here), otherwise it remains locked up in a sphere mode.

Each purchase of this option provides you with a single copy of one the three Egyptian Gods. Obelisk the Tormentor and Slifer the Sky Dragon cost 400dp. The Winged Dragon of Ra costs 500dp. You can only purchase each God once.

You can choose for your purchased Gods to be the very same cards already present in the setting. Naturally, you will become a target should it be discovered you've somehow added them to your deck, but it may also allow to drastically weaken certain characters. Alternatively, they may be copies – not just of the card, but of the God itself. This means you don't have to worry about knocking events off-course simply by adding these powerful creatures to your deck.

[500dp] Original God Card

With this option, you can design and receive an entirely original God card. It may be related to Egyptian Gods, or simply be a monster of comparable power that stands on its own. Each purchase of this option grants you a single copy of your card.

Your original God follows the general rules of the existing God cards. It requires three tributes to summon, it can shrug off or outright ignore many card effects, and the user must be 'worthy' of the card barring certain exceptions. You will always be considered worthy of this card.

The other details of your God are free for you to determine; however, your God cannot be more powerful than The Winged Dragon of Ra.

Your God card is considered to have the full version of *Exclusivity*, as described in that option.

Special Deck Qualities

These options provide special qualities to individual cards, to your deck as a whole, or to your complete collection of cards that have gone through this section.

[Free/50dp] Alternate Art & Rarity

Want to bling up your deck with special art and foiling? Then use this option.

While you are free to determine which existing card art any card you receive comes with, this option will allow you to grant new alternate art to your cards.

For Free, you may apply this to any three individual cards, (not card names) you acquire via this section. At the 50dp tier, you may apply this to any cards acquired via this section. You may defer your use of this if you like, allowing you to choose cards received later on in this section (this includes using the import option to add cards to this builder), or simply giving you more time to think about it.

When applying this, you can decide whether the card's art is permanently changed, or whether the card can switch between its 'normal' art and the art you are granting it here any time between duels. A change in card art beyond simple posing will be reflected when the card appears as a hologram, and will also affect a card's Duel Spirit if it has one.

By default, assume cards received from this section have a 'card rarity' (the kind of foiling applied to the card, if any, not how many of the cards exist in the world) appropriate to them.

For Free, choose up to three of your cards (again, individual cards not card names). At any time outside of a duel you can change the foiling present on the card. You are not limited to existing card

rarities present in the TCG/OCG, but you cannot 'mark' the card in a way that renders it illegal to play. This solely impacts the card; it has no effect on holograms or Duel Spirits. You do not have to pick the same cards you chose an alternate artwork for, and can likewise defer your choices until later. At the 50dp tier, you can apply this boon to any cards acquired via this section.

[Free/50dp] Deck Master Ability

During the Virtual World arc, a variant rule of Duel Monsters was utilised. At the start of each duel, each duelist chooses a card from either their Main Deck or Extra Deck to act as a Duel Master. This card starts the duel in a special zone. That card can be quickly brought to the main field, but if it is destroyed its owner automatically loses the duel. "Replacing" the monster (such as using it as tribute for a Tribute Summon, or as material for a Fusion Summon) causes the replacement monster to be treated as the Deck Master and inherit the Deck Master's ability.

Which brings us to the purpose of this option. Each Deck Master has a Deck Master ability; an additional effect it can use either in the Deck Master Zone or on the main field. For Free, you can choose a single card, giving you the ability to determine any kind of ability you like for it, so long as it remains within the same level of power as canon Deck Master abilities. This is shared between all copies of that card. For 50dp, you can apply this to any card acquired from this section. Your choice of ability doesn't have to be made right away; but your first use of this advantage must be used before your first duel with the Deck Master rule, and additional uses must be used before the card in question is selected as a Deck Master.

Canonical Deck Masters already have their ability, which cannot be changed. Deck Masters that don't have a defined ability will likely still have one, but you have no control over what that might be.

You can check known Deck Master abilities here:

https://yugioh.fandom.com/wiki/Deck_Master_ability

[50dp] Multiple Deck Masters

While playing in duels that utilise the Deck Master rule, you can declare up to five different Deck Masters instead of the usual one, choosing one of these Deck Masters to begin as the active Deck Master. The 'reserve' Deck Masters remain outside of your deck.

At the start of any of your turns, you may elect to change your active Deck Master to any of reserve Deck Masters. You can also use some or all of your reserve Deck Masters for the purposes of replacing your Deck Master, but you must also replace your active Deck Master at the same time. Once you have replaced any of your Deck Masters, the resulting Deck Master becomes permanently active and cannot be switched out. You will still lose the duel if a single one of your Deck Masters is destroyed.

This is quite a potent advantage, but only for duels conducted with the Deck Master rule.

[200dp/300dp] Deck Master Rule

Are you a fan of the Deck Master rule implemented in the Virtual World arc? By purchasing this option, at the start of any Duel Monsters or Yu-Gi-Oh! TCG duel, you can declare that you will be playing under the Deck Master rule. You can choose whether only you are using this rule, or whether other players have the choice to opt-in to the rule. For 200dp, they may choose to decline using a Deck Master. For an additional 100dp (300dp total), you can make that decision for them.

This rule declaration will always be considered legitimate, even during organised tournaments.

[50dp] Deck Search

When not participating in a duel, or a wager where the order of you deck matters, you are able to guarantee drawing any card present in your deck.

This may come in handy if you are trapped in a virtual world or otherwise have the ability to manifest Duel Monsters cards and you are in a hurry.

[50dp] New Spirit Partner

Duel Monsters aren't just cards. They are real monsters, located in another world, one that is derived from the thoughts of humans. As a result, it is sometimes possible for monsters to appear in the human world as well.

For each 50dp purchase, one of these 'Duel Spirits' have strongly bonded with you, acting as a partner of sorts. You must designate one of your cards received via this section to receive a Duel Spirit for. If a given card (not card name) already has a Duel Spirit or equivalent, it cannot be given another one. You may defer acquisition of Duel Spirits until you receive a card you would want one for from this section (this includes using the import option to add cards to this builder). Your new Spirits are considered followers. Should one perish, they will reappear at the start of the next jump (post-chain, after ten years).

When a game piece representing a Duel Spirt is used in a game that can sufficiently represent their form, such as via the Solid Vision technology used in Duel Disks and dueling arenas, in Virtual Reality, or during Shadow Duels, the Duel Spirit can take part in the game. If a Duel Spirit has multiple forms, such as cards with an 'upgraded' form, certain Fusion/Extra Deck forms, or as a special consideration certain 'retrains', they may also appear as any of them as required. Multiple Duel Spirits *can* exist for the same monster (as was the case for Dark Magician); if you happen to have multiple Duels Spirits that could work for a specific game piece (for example, if you have been to a Duel Monsters jump and acquired a specific Duel Monster form for multiple companions), then they can decide amongst themselves which takes part (with it being randomly determined if they can't agree). Within the context of a single Duel Monsters/Yu-Gi-Oh! TCG duel only, when multiple appropriate cards/forms are played, a single Duel Spirit may act as all of them.

Duel Spirits cannot act outside the rules of the game, but in certain circumstances may act on their own accord to do something that is a legal action for this. An example of this would be Yugi's Dark Magician willingly sacrificing himself using Arkana's Ectoplasmer to prevent Yugi from losing. They can also communicate with their master in various ways, such as indicating they wish to be played. Duel Spirits are generally likely to get upset if their master treats them poorly – this typically means

acts like ruthlessly sacrificing them. Fortunately, any Duel Spirits you pick up via this option will have personalities that mesh well with yours and are absolutely loyal to you.

Egyptian God cards and Original God cards are automatically considered to have Duel Spirits even without purchasing this option. Legendary Dragons (existing or original) are also automatically considered to have Duel Spirits even without purchasing this option, however if they are not the canonical instance of an existing Legendary Dragon you may elect for them not to.

[50dp] Spirit Companion Import

Companions cannot purchase this option.

Do you already have some friends who you would like to keep by your side, and in your deck?

For 50dp each, you can import companions into the role of Duel Spirit. They function as described above, with some exceptions explained below.

Companions imported here remain companions, not followers. They cannot also be imported via the *Standard Companion Import* option. They receive 600cp to spend or perks and items, and may choose whether they have a background in this setting or are Dropping-In. They receive an Origin for the purposes of discounts, though it likely doesn't relate much to the background they have here. They cannot use the Deck Builder section.

As with the option above, you must choose an appropriate card for each imported companion. They become a Duel Spirit of this card, which acts as a new alt-form. On top of this, should they have or acquire the forms of actual Duel Monsters (not Duel Spirits) from other jumps, then they may also assume Duel Spirit versions of these forms. Unlike the option above, you cannot defer your use of purchases of this option. In addition to the representation rules described in New Spirit Partner, companions may appear as game pieces representing their alt-forms; this could be for a card that specifically represents an alt-form they possess, or an existing Duel Monster that they have acquired an alt-form for in another jump.

As a special consideration, if your imported companions already have a card or other game piece linked with them in some way, then you can import their card into this game piece, turning it into an alternate form that can be switched in and out of whenever that card or game piece is not being used in a game. You do not need to purchase *Import Cards* to do this – it is an entirely separate process. If you have also purchased *Continued Support*, then anytime you acquire a new 'retrain' of your companion's card from that option (or those options it causes to provide extra cards over time), then you can choose for their card to gain an additional form matching that retrain, which can be switched in and out of whenever the card is not being used in a game.

You cannot import companions into an Egyptian God or Original God card. You *can* import them into a Legendary Dragon card (existing or original), provided that card does not have a Duel Spirit already.

[Free] Spirit World

Requires at least 200dp spent between New Spirit Partner and Spirit Companion Import.

Once you have earned access to this option, you can provide any of your cards acquired via this section with Duel Spirits, as if you had infinite purchases of the *New Spirit Partner* option.

Perhaps you are wondering what you are to do with so many Duel Spirits? Wonder no longer – you have now been provided with this slice of the Duel Monsters world, disconnected from the others (protecting your Duel Spirits from the likes of the Great Leviathan, for instance). It will follow you during the chain and after it comes to an end.

The aesthetics of this world are up to you to determine, but likely reflect either your deck or general collection of cards in some way. It will expand as necessary to accommodate any number of Duel Spirits, who can travel to this world anytime time they retreat into their cards. Inactive companions may even reside here, provided they are capable of making their way to it and remain within the world.

Whilst inside this world, Duel Spirits are fully materialised as Duel Monsters. This cannot be used to allow your Duel Spirits to properly manifest in the outside world, and items originating from this world cannot be taken outside it or provide notable advantages.

It is difficult for humans to travel to this world. If you have a Millenium Item, you will be able to astrally project to it just about whenever you like. Whether you do or not, you may also visit this world during your dreams, again as an astral projection.

[50dp/300dp] Exclusivity

Does the idea of your precious cards being used against you fill you with disgust? This is the option for you!

For 50dp, any original cards provided by this section will not make their way into the hands of others, unless directly stolen from or given by you. The specifics of this vary by circumstance; cards you receive initially might not be released to the general public, additional cards granted by Continued Support that you found in card packs might be extremely rare, you get the idea.

If a card is imported in order to receive the benefits of this exclusivity, other copies of that card that have already made their way to others will not suddenly disappear, but at least more copies won't spread.

For an additional 250dp (300dp total), then your most important original cards will also have some kind of mechanism that prevents them being used by those you do not approve of. For example, they might possess card text that most find unreadable. This will help protect you from such cards being taken and turned against you mid-duel.

Original cards from some additional card options will already come with one of the two tiers of *Exclusivity*; this is clearly stated in those options.

[100dp] Perfumed

With this option, you can elect for each of the cards you acquire in this section to come with pleasant, individualised, scents. Even when kept together as a deck, the scent of these cards will not easily rub off on each other – keeping each card distinct. This does not damage your cards, and may be toggled on and off as you like any time they aren't being used in a duel.

While it would take a keen sense of smell to take advantage of this, being able to do so would allow you to identify cards before you draw them, perhaps also serving as a means of unnerving your

opponents. Purchasing this option will guarantee that your use of this trick is always considered legal in duels; though this won't stop others being unhappy if they discover that you are using it.

[100dp] Painted

With this option, you can elect for each of the cards you acquire in this section to have their backs coated with an invisible paint. By using special contact lenses, you will be able to identify them without turning them over. This does not damage your cards, and may be toggled on and off as you like any time they aren't being used in a duel.

Whilst this option doesn't require the same talent to pull off as the above, it is limited in that it only lets you check the top card of your deck at any time. Purchasing this option will guarantee that your use of this trick is always considered legal in duels; though this won't stop others being unhappy if they discover that you are using it.

[100dp] Stripper

Rather than know where your cards are, perhaps you'd prefer to position them where you want them to be?

With this option, you can elect for each of the cards you acquire in this section to have a small strip cut off of their edges, changing the size of the card. This does not damage your cards, and may be toggled on and off as you like any time they aren't being used in a duel. In fact, it is best that only a few cards have this effect applied to them at any time, as this trick is designed to cause cards to be guaranteed when a deck is cut as a result of the size difference between cards.

Purchasing this option will guarantee that your use of this trick is always considered legal in duels; though this won't stop others being unhappy if they discover that you are using it.

[200dp] Phase Deck

Do you have a dark side you only sometimes reveal? Are you posing as someone else and want to use some of their cards, but be able to fall back on your own? Do you simply want the option to pivot when your main strategy falls flat?

With this option, your deck is essentially split into two distinct halves, two "phases", which must either represent a different archetype, sub-archetype, or strategy. A few universally good cards may float between the halves if you wish. If you can't assemble such a deck, you don't benefit from this option.

When you start a duel, cards from the first phase are much more likely to appear. Should you experience a major setback in the duel, your deck will switch phases, and cards from the other half become much more likely to appear instead. You can also manually switch to your second phase, but regardless of how it is triggered you cannot switch back to your first phase during the duel.

Please note that this option simply alters the probability of accessing certain cards in your deck – it does not add or remove them. This means cards that search the deck can still find cards from the

other phase, and that you might still draw cards from the other phase if they are the overwhelming majority of the deck.

[200dp] Virus

Thanks to this option, a few cards in your deck may be 'viruses'.

I'm not talking about cards like 'Crush Card Virus'; rather, playing such a card will allow you to release a computer virus into the system that is reading your card. This isn't limited to systems for playing Duel Monsters, but the system in question must have the capacity to read your card in a similar manner for the virus to spread.

By default, this virus will simply attempt to delete as much data as possible. If you have specific talent making computer viruses, you can instead choose for the card to carry a computer virus you would be capable of making on your own.

You can change which cards, if any, carry viruses any time outside of a duel, but your deck cannot have more than a few virus cards in it at any one time.

Add-Ons

These are additional items that relate directly to your cards, but are not cards themselves. Where appropriate, you may import any similar items you possess into any you are acquiring from this sub-section, giving them any advantages the options they are imported into offer.

[Free] Deck Box

A deck box for storing your deck. If you like it can come attached to a belt, allowing you to easily carry it on your person.

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

[Free/50dp] Card Storage

You have acquired some method of storing your cards. It might be a binder, a puzzle box, a briefcase, or some other method, so long as it does not provide notable special advantages.

Your storage will be able to accommodate any number of cards, expanding internally as needed without becoming heavier. Despite this, you will always be able to find the card you are looking for, and can also automatically sort them as you please. Cards kept in this storage will not degrade so long as they remain inside, even if your storage method would cause them to bounce around. If you also purchase *Capsule Monsters* and/or *Dungeon Dice Monsters*, and you have chosen a similar kind of case, you can combine these cases.

This item is normally Free. For an additional 50dp, this storage method is also bulletproof – who knows, it may well save your life one day!

Regardless of what tier you acquire this option at, a replacement will appear in your Warehouse 24 hours after it has been lost or destroyed. Cards kept in this storage will be replaced at this time, overriding their usual rules. When a card outside this storage would be replaced in such a way, you can choose for them to appear directly into this storage at that time (or as soon as the storage becomes available if it is not at that time), overriding the replacement rules of those cards as necessary.

[Free] Special Contact Lenses

Requires the Painted special deck quality.

These lenses are necessary to see the invisible paint on the back of your cards. You have a replenishing supply of them.

[Free] Capsule Shooter Capsules

Requires the Capsule Shooter item.

You have a set of three capsules, intended to be used with the Capsule Shooter. These capsules represent three key monsters from your deck. If your deck has Duel Spirits, these are the likely candidates to have such capsules.

Firing a capsule out of the Capsule Shooter will allow you to bring forth the monster inside. Unfortunately, this can only be done in very specific kinds of worlds, such as the Capsule Monster World, or if you were already able to manifest Duel Monsters under current conditions, thereby extremely limiting the value of this. Only three monsters can be brought forth at a time via such means, and when they are harmed or destroyed, their master will take damage to their spirit.

If you have purchased *Spirit Companion Import*, then each of your companions' cards will receive a Capsule Shooter capsule alternate form that can be switched in and out of whenever that card or game piece is not being used in a game. You do not have to pay extra for this.

[50dp] Capsule Monsters

You have a set of Capsule Monsters and symbols pieces, to be used in the Capsule Monsters board game, as well as a board to use them on. There is enough here for a game between two players. These Capsule Monsters are counterparts to iconic or important monsters from your deck. To be clear, these are regular game pieces for the regular game, not to be used with a Capsule Shooter.

If you have purchased *Spirit Companion Import*, then each of your companions' cards will receive a Capsule Monster alternate form that can be switched in and out of whenever that card or game piece is not being used in a game.

If you have purchased *Continued Support*, then you will continue to receive new Capsule Monsters from time to time, which reflect new iconic or important monsters you have acquired.

Your Capsule Monsters (and board) come in a Duel Monsters-branded case. The case will be able to expand internally as required, without appearing any bigger externally or getting any heavier. You will somehow always be able to find the Capsule Monster or symbol you are looking for. Should it be lost

or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of the Capsule Monsters or other items that come with this option be lost or destroyed, a replacement will appear in the case after 24 hours (or as soon as it becomes available if it is not at that time).

[50dp] Dungeon Dice Monsters

You have a full pool of dice, for use in the game Dungeon Dice Monsters. There are enough to facilitate a game with two players. These dice are counterparts to iconic or important monsters from your deck.

If you have purchased *Spirit Companion Import*, then each of your companions' cards will receive a Dungeon Dice Monster alternate form that can be switched in and out of whenever that card or game piece is not being used in a game.

If you have purchased *Continued Support*, then you will continue to receive new dice from time to time, which reflect new iconic or important monsters you have acquired.

Your Dungeon Dice Monsters come in a Duel Monsters-branded case. The case will be able to expand internally as required, without appearing any bigger externally or getting any heavier. You will somehow always be able to find the Dungeon Dice Monster you are looking for. If you have also purchased *Capsule Monsters*, you may combine these two cases. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of the Dungeon Dice Monsters that come with this option be lost or destroyed, a replacement will appear in the case after 24 hours (or as soon as it becomes available if it is not at that time).

-Companions-

[50cp per.] Standard Companion 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 and items, as well as 300dp to spend in the Deck Builder section. They may not purchase companions.

If you are looking to import companions as Duel Spirits, check the *Spirit Companion Import* option in the Deck Builder section.

[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 and items, as well as 300dp to spend in the Deck Builder section. 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 the Yu-Gi-Oh! Duel Monsters anime along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

Have you visited the world of Yu-Gi-Oh! before? Well with this toggle, you can import the events of any previous Yu-Gi-Oh! or Duel Monsters jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Dub vs. Sub

Cannot be taken with Jumpchain The Abridged Series.

Various changes were made to this setting in the process of localising it. With this toggle, you may decide for some or all of these changes to be present in the version of this setting you are visiting.

[0cp] Jumpchain The Abridged Series

Cannot be taken with Dub vs. Sub.

Instead of the normal version of this setting, you will instead be visiting a 'comedic' one inspired by Little Kuriboh's Yu-Gi-Oh The Abridged Series. This will not mitigate or reduce any danger present in the setting, particularly that which is brought on by other drawbacks you are taking.

[0cp] Season 0

Taking this toggle will cause you to arrive a bit earlier, and will cause this jump to incorporate the events of Toei's Yu-Gi-Oh! anime series (including the 1999 film), often referred to by fans as 'Season 0'. Inconsistencies between the two anime series are smoothed out in a manner of your preference.

[0cp] Yu-Gi-Oh! The Movie

Using this toggle, you can determine whether the events of Yu-Gi-Oh! The Movie: Pyramid of Light occur naturally within this setting's timeline.

Shortly after Battle City, Anubis (a being from ancient Egypt), will manipulate Seto Kaiba into initiating a Shadow Duel with Yugi Muto, in order to facilitate his return. Provided you don't move things off-course, obviously.

[0cp] A True Graduation Duel

With this toggle, you can determine whether the events of Yu-Gi-Oh! GX episodes 179 and 180 occur naturally within this setting's timeline.

Sometime after Battle City, a second Battle City tournament (Battle City V2) will occur. The details are unclear, but Yugi Muto appears to have won this using the Egyptian God cards. A future Yugi Muto somehow sends Jaden back in time so he can duel this Yugi. The result of this duel is also unclear.

This toggle can also be used to guarantee that you will be swept up in these events, allowing you to face Jaden Yuki either in place of Yugi Muto, or in an additional duel. If you are taking *Jumper History*, then a special exception will allow you to 'redo' these events from the perspective of this era if you have already tackled it from another – with any version of you that had done it before not taking part this time somehow.

[0cp] Bonds Beyond Time

Using this toggle, you can determine whether the events of Yu-Gi-Oh! 3D Bonds Beyond Time occur naturally within this setting's timeline.

Should events proceed as normal, Paradox, a man from the far future, will travel to various eras in order to steal powerful monsters, then travel to Yugi's era in order to kill Pegasus and change the course of history. It will be up to Yugi Muto, Jaden Yuki, and Yusei Fudo to band together to stop him. From Yugi's perspective, this event likely occurs sometime between the Battle City and Waking the Dragons arcs.

This toggle can also be used to guarantee that you will be swept up in these events, allowing you to face Paradox either in place of Yugi Muto, or as an addition to the team. If you are taking *Jumper History*, then a special exception will allow you to 'redo' these events from the perspective of this era if you have already tackled it from another – with any version of you that had done it before not taking part this time somehow.

[0cp] Capsule Monsters Miniseries

This toggle allows you to determine whether the events of Yu-Gi-Oh! Capsule Monsters occurs naturally within this setting's timeline.

Sometime after the Grand Championship arc, Yugi and his friends will travel to India, where they will be pulled into a world of Capsule Monsters, and do battle with Alexander the Great.

Note that this miniseries was an international exclusive release (i.e. it was never given an official Japanese voiced release). As such, there may be some differences to the version of it you interact with if you are not visiting the 4Kids localisation of this setting.

[+100cp] Banlist

Your deck must comply with the April 2005 Forbidden and Limited Lists for the TCG, which you can find here:

https://yugioh.fandom.com/wiki/April_2005_Lists

You are unable to use counterfeit cards in your deck as well, even in cases where you would normally get away with it. Breaking these rules will result in an automatic loss even before others can discover they are broken. Only you and those dueling directly on your behalf are subject to this drawback.

Original legitimate cards are still fine to use. This drawback solely relates to the use of cards and does not impede your acquisition of them.

[+100cp] Duel Monsters Beginner

By taking this drawback, you forfeit all knowledge of the game of Duel Monsters, as well as the Yu-Gi-Oh! OCG/TCG. You still retain the benefits of the *Dueling Basics* perk if you chose to acquire it here. This drawback does not impact any innate dueling talent, intuition, or luck you happen to possess.

It is possible for you to relearn any lost knowledge, and what you don't will be returned to you at the end of the jump.

[+100cp] Jumper the Dog

At some point during the jump, you will be forced to do something you find something extremely embarrassing. For example, you might be forced to wear a dog suit and act like a dog. Being reminded of this event will easily upset you.

[+100cp] Occult Nonsense

You are extremely sceptical of anything claiming to be mystical or occult in nature. For example, you are likely to assume Duel Spirits are mere holograms even when they are destroying the environment around them. You will have to be dragged kicking and screaming to the truth of these each time this comes up, and may even need to be reconvinced of the same issues should some time pass between your encounters with them.

Fortunately, this doesn't apply to anything you are bringing into this jump with you; however, it does apply to things you are acquiring via this document.

[+200cp] Nameless Jumper

You have lost all memories, both pertaining to your background in this jump (should you have one), and your history prior to arriving here. The includes knowledge of your name.

If you can gather all three Egyptian God cards, as well as all seven Millenium Items, you will regain your memories. Alternatively, you can simply go without them until your time here comes to an end.

Fortunately, this drawback (on its own), doesn't cause you to lose any knowledge of what specific Duel Monsters or Yu-Gi-Oh! cards do.

[+200cp] ***Say goodbye to Exodia!***

Word has spread that you own rare and powerful cards. As a result, less reputable duelists and even Rare Hunters will target you, attempting to either win the cards off of you or just flat out steal them. If they can't make use of these cards, then they will settle for destroying them, so you can't either.

A card stolen in this way has any replacement rules it operates under negated until the end of the jump. If a card can be recovered intact, then its replacement rules will be restored.

[+200cp] The Big Five

Your subordinates and allies are now much likelier to betray you for one reason or another. A group of them are guaranteed to make an attempt on your life at least once, though it is quite possible it occurs more often than that.

[+200cp] Unlucky

You are just plain unlucky. While this will show up to some extent throughout your day-to-day life, it is most on display during duels and other games, making them much more difficult for you. Opponents that rely on luck-based cards will find unusual amounts of success, and will generally draw into the cards they need more often. Meanwhile, the reverse is true for you – you should probably stay away from luck-based cards.

[+300cp] Soul Concern

Normally, losing your soul will not immediately result in chain failure (see the IMPORTANT NOTE at the start of the jump). Taking this drawback will change that.

Now, losing your soul by any means will immediately cause you to fail your chain. Additionally, attempts to take your soul that occur immediately after either you or someone dueling on your behalf loses a duel are guaranteed to succeed, overcoming any special protections you might have.

Are you sure you want to take this?

[+300cp] Dealing With Doma

Doma. A secret society that has existed for ten thousand years. Empires have risen and fallen thanks to the machinations of Doma, and it has significant influence over various governments throughout the world. Doma is led by a mysterious man called Dartz, who wields sinister magics thanks to the power of the Orichalcos.

Taking this drawback will alert Dartz to your true identity and abilities. He will consider you an enemy and a threat to his plans, and cannot be persuaded otherwise. As a result, Doma will treat you as a

priority target and will utilise its influence and power to deal with you. Ideally, Dartz would take your soul and feed it to the Great Leviathan, but he will also settle for simply killing you if that is all that is available to him.

[+300cp] Dark Personality

Perhaps as a result of some past trauma, a sinister second personality now dwells within you.

This personality is not known to you or your allies, and you have no memory of taking this drawback. It will be able to gain control of your body during moments of great rage or despair, and when not in control will subtly manipulate you into gaining this control including leading you to experience moments of great trauma and loss, which will make it easy for it to control your body more permanently.

If this personality manages to have dominant control over your body when the jump ends, you will not fail your chain, but you might wish you had, as it will gain complete and permanent control and continue on your chain in your stead.

[+300cp] Yami Jumper

Requires a Millenium Item.

For the duration of the jump you will be trapped within the Millenium Item you have purchased here (if multiple were purchased, you must choose one when taking this drawback).

While someone wears your Millenium Item, you are able to take over their body and use it as your own. However, as it is not your actual body, you do not have access to any of your powers or abilities that depend on your body to work. Your control over a person's body can be resisted, though it may be difficult for them to do so.

If you also took *Dark Personality*, your second personality hides within your Millenium Item, and fights for control over it instead of your body. That drawback otherwise works the same.

-Ending-

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

Choose one of the following three options:

Keep Dueling: You choose to remain in this world. Your chain ends here.

Keep Jumping: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

Card Availability Rules:

In terms of existing cards, you can acquire any card present in the TCG up to and including the release of the Flaming Eternity booster pack (March 1, 2005). You can also acquire any card present in the Yu-Gi-Oh! Duel Monsters anime.

Should a card possess an anime version that functions differently to its TCG counterpart, you are limited to acquiring the anime version here (though in many cases that version of the card is more powerful). If you are importing cards or bringing them in from outside this jump, you may end up possessing both an anime version and TCG version of the same card. For the purposes of deck-building, anime versions of cards follow the Name Condition of the Maximum of Three Rule. For example, if you owned three TCG copies of 'Card of Sanctity', and three anime copies of 'Card of Sanctity', you would still be limited to playing three copies of 'Card of Sanctity', split between whichever versions of the card you like.

In some cases, the rules of cards change between anime appearances. Generally you can consider this to be errata that is respected by the duelists of the world. Should you acquire such a card, you are free to change the card between any of its anime appearance rulesets (including ones that match the TCG) anytime outside of a duel, even if it means you duel others who are currently using that card in a different way.

In addition to this general availability, the following cards are banned, and can only be acquired if specific purchases allow it:

- Blue-Eyes White Dragon, Blue-Eyes Shining Dragon
- Toon World
- The Egyptian God Cards (Obelisk the Tormentor, Slifer the Sky Dragon, The Winged Dragon of Ra)
- Pyramid of Light, Andro Sphinx, Sphinx Teleia, Theinen the Great Sphinx
- The Legendary Dragons (The Eye of Timaeus, The Fang of Critias, The Claw of Hermos), their fusions (Amulet Dragon, Blue-Eyes Tyrant Dragon, Dark Magician Girl the Dragon Knight, Doom Virus Dragon, Goddess Bow, Mirror Force Dragon, Rocket Hermos Cannon, Time Magic Hammer, Tyrant Burst Dragon), their knight forms (Legendary Knight Critias, Legendary Knight Hermos, Legendary Knight Timaeus, Timaeus the Knight of Destiny), Legend of Heart
- The Seal of Orichalcos, Orichalcos Deuteros, Orichalcos Tritos, Orichalcos Mirror, Mirror Knight Calling, Orichalcos Kyutora, Orichalcos Shunoros, Orichalcos Aristeros, Orichalcos Dexia, Orichalcos Gigas, Orichalcos Malevolence, Divine Serpent Geh
- GX-era cards present in Yu-Gi-Oh! GX episodes 179-180 (the Yugi vs. Jaden duel) and Yu-Gi-Oh! 3D Bonds Beyond Time
- 5Ds-era cards present in Yu-Gi-Oh! 3D Bonds Beyond Time
- Malefic cards (Malefic World, Malefic Blue-Eyes White Dragon, Malefic Cyber End Dragon, Malefic Rainbow Dragon, Malefic Red-Eyes Black Dragon, Malefic Stardust Dragon, Malefic Truth Dragon, Malefic Parallel Gear, Malefic Paradox Dragon, Malefic Divide, Malefic Claw Stream, Malefic Selector, Malefic Force, Malefic Paradigm Shift, Malefic Tune)

On Labyrinth Wall:

The anime version of Labyrinth Wall is capable of reconfigure duels into Labyrinth Duels, in which monsters be moved on a grid, navigating a maze to reach and attack each other. However, this can only occur when the format and hardware employed are able to support it. For example, this effect cannot be achieved via duels using Duel Disks, or during Turbo Duels on Duel Runners. Due to the practical limitations of this, there are no additional restrictions on acquiring this card.

On Zera the Mant:

While Zera the Mant is noted to only have three copies in the world, this is only noted to highlight that the one used is a counterfeit, and doesn't have the importance of a card like Blue-Eyes White Dragon. As such, there are no additional restrictions on acquiring this card.

On Import Cards:

Where possible, cards imported by this option will not have their rules changed. For example, TCG cards will be unchanged, even if an anime version of the card also exists. When necessary, such as cards from Forbidden Memories or The Duelists of the Roses, cards will undergo some rules changes in order to make them compliant with the version of Duel Monsters played here. If for whatever reason a card is so far removed that it cannot be adjusted to comply with the formats of Duel Monsters played here, it cannot be imported.

On differences between Duel Monsters and the Yu-Gi-Oh! Trading Card Game:

There are two primary formats present in the Yu-Gi-Oh! Duel Monsters anime.

The first format is that utilised in the Duelist Kingdom tournament. Instead of starting at 8000 Life Points, each player starts at 2000. No tributes are required in order to summon higher level monsters. Direct attacks are not allowed. Monsters have advantages against monsters with an attribute weakness. Various other liberties are taken, such as being able to attack 'segments' of certain Fusion monsters, or the infamous "Catapult Turtle Flying Castle Gambit". Whilst this does happen at various points during the series, it is most prevalent under this format.

The second format is introduced at the start of Battle City and becomes the main format of most anime series going forward. Instead of starting at 8000 Life Points, each player starts at 4000. Tributes are enforced and direct attacks are allowed. During the Battle City and Virtual World arcs, Fusions are not allowed to attack on the turn they are summoned; this rule is removed starting at the Waking the Dragons arc and following into other anime series.

During the Virtual World arc, a special Deck Master rule was implemented. Using this rule each duelist chose a card from their deck to serve as their Deck Master, which started in a special zone off of the field, provide a special Deck Master ability, and can be immediately be brought to the main field. If destroyed, their duelist automatically loses, but if 'replaced' (such as using them for a Tribute Summon or fusion), the replacement takes over as the Deck Master. The arc otherwise uses the Battle City format.

Across both formats, duelists are allowed to Normal Summon monsters in face-up Defence Position, though they may still choose to Set them face-down. This consistently occurs across anime series until Yu-Gi-Oh! ZEXAL.

Many cards differ between the anime and the trading card game. The effects of some cards change slightly across appearances. Additionally, the 4Kids localisation often altered cards to make them closer to their TCG version (for example, making Spell cards Trap cards because they are Traps in the TCG).

Lastly, across this and other anime series, characters often 'cheat', either conventionally or through the use of unfair mystical powers. In the case of mystical powers, it usually isn't considered illegal. In the case of more conventional cheating, they mostly (but not always) go unpunished for their actions.

On Duel Disks and Capsule Shooters:

On purchase, you can choose to combine your Duel Disk, Duel Disk Version 1, and/or Capsule Shooter items into a single item, as if you were to import them into each other.

On Millennium Items:

Here are the unique abilities of each Millennium Item:

- Millennium Puzzle: Capable of summoning and controlling Duel Monsters.
- Millennium Eye: Can read the minds of others, can seal the souls of others into cards.
- Millennium Ring: Acts as a compass that points towards hearts' desire. Can seal souls into objects.
- Millennium Scale: Judges how much darkness lies within a person's heart. Can fuse Ka.
- Millennium Key: Enter a person's mind, allows you to facilitate communication between a person and another identity inside them.
- Millennium Rod: Can mind control others, effect can be broken by a strong will and does not work on those connected to the Millennium items.
- Millennium Necklace: Can see into the future or past. Future visions are not absolute.

If you purchased the Millenium Eye, or a custom Millenium Item that replaces a body part, it can come pre-installed on the purchaser's body.

On Virtual World Imports:

You can import both a base into the physical part of the item, as well as an existing virtual world into the virtual aspect of the item. If you are importing a virtual world, you can elect not to receive the physical part of this item, instead solely relying on whatever mechanics or structure allows your existing virtual world to exist.

-Changelog-

0.1
Created the jump.

1.0
(i) **Blank Cards**, **Virtual World**, and **The Seal of Orichalcos** now clarify that companions and followers are not kept under movement restrictions. (ii) Added two new notes: **On Import Cards** and **On Virtual World Imports**. (iii) Minor typo fixes.

1.1
(i) Jumper receives an **additional 200dp stipend** for the Deck Builder section. (ii) Added some extra detail to the note **On Millennium Items**. (iii) Minor typo fixes.

1.2
(i) Minor typo fixes.