

Hello there!

Welcome to the world of Pokémon!
My name is Oak. People call me the Pokémon Professor. This world is inhabited by creatures called Pokémon! For some people, Pokémon are pets. Others use them for battles. Myself… I study Pokémon as a profession.

Jumper! Your very own Pokémon legend is about to unfold! A world of dreams and adventures with Pokémon awaits! Let's go!

+1000 PokéPoints (PP)

Origins

You may freely choose your sex. Your age depends on your chosen Origin. Any of these may be taken as a Drop-In version.

Pokémon Trainer [Free]
Just like so many before, you're about to start your Pokémon journey. A grand adventure awaits. Your age is set to 10 years old.

Rocket [Free]
"Steal Pokémon for profit. Exploit Pokémon for profit. All Pokémon exist for the glory of Team Rocket." That's the motto of Team Rocket, of which you are now a member. They're known to steal and/or capture rare and strong Pokémon, conduct cruel research, and sometimes even kill Pokémon. The ultimate goal of Team Rocket is to take over the world using Pokémon. You may choose your age, with a minimum age requirement of 18.

Gym Leader [Free]
A Gym Leader is the highest-ranking member of a Pokémon Gym. Their main job is to test Pokémon trainers and their Pokémon so that they are strong and resourceful enough to take on the Pokémon League challenge. Most Gym Leaders choose to specialise in one specific type of Pokémon. You may choose your age, with a minimum age requirement of 15.

Pokémon Researcher [Free]
Instead of choosing a more battle-oriented life or one of crime, you've chosen a life of academia. No doubt you've chosen a field of study related to Pokémon, like so many researchers before you. You may choose your age, with a minimum age requirement of 30.

Starting Location

*Roll a **1d10** to determine your starting location, or pay **[50 PP]** to choose it instead.*

1. **Pallet Town**

Shades of your journey await! A small country town, home to Professor Oak's lab.

2. **Viridian City**

The eternally green paradise, Viridian City is a nature-loving city where flowers bloom all year round, and is home to the Viridian Gym. It is also commonly known as the gateway to the Indigo Plateau.

3. **Pewter City**

A stone grey city nestled between rugged mountains and rocks. It is home to the Pewter Gym and the Pewter Museum of Science.

4. **Cerulean City**

A beautiful city with flowing water and blooming flowers. It is home to the Cerulean Gym, and known for the dangerous Cerulean Cave which lies on the outskirts of the city.

5. **Vermillion City**

The port of exquisite sunsets, Vermillion city is an international port town where magnificent boats gather from around the world. Home to the Vermillion Gym and the Pokémon Fan Club. The luxury cruise liner S.S. Anne is currently docked here.

6. **Lavender Town**

A solemn, quiet town just south of the Rock Tunnel, and home to the Pokémon Tower. It is where people come to pay their respects to their departed Pokémon.

7. **Celadon City**

Also known as the City of Rainbow Dreams. The Celadon Gym can be found here, as can the Game Corner for all your gambling needs. Celadon is also known as a shopper's paradise, due to the presence of a large department store.

8. **Fuchsia City**

Behold! It's passion pink! Fuchsia City is a place where many people and Pokémon gather. Home to both the Fuchsia Gym and the Safari Zone, it's a must-visit for any serious Pokémon trainer.

9. **Saffron City**

The Kanto region's biggest city, shining with the golden light of commerce. The Silph Co. headquarters can be found here, as can the Saffron Gym and the Fighting Dojo.

10. **Cinnabar Island**

The fiery town of burning desire, the town of Cinnabar is located at the foot of a volcano. The most suitable place for the fire-type Cinnabar Gym, naturally. The Cinnabar Lab, founded by Dr. Fuji can be found here as well.

Perks

*You get the **[100 PP]** perk of your chosen Origin for free, and the other perks of your chosen Origin are discounted by 50%.*

Pokémon Trainer

The Basics [100 PP]

You know the very basics you need as a new Pokémon trainer. Type effectiveness, how to properly raise and train a Pokémon, how to accurately throw Pokéballs, and so on and so forth.

To Catch 'Em All… [200 PP]

…You've first gotta find 'em all. And you're very good at that, it seems. Whenever you're looking for a Pokémon it's almost as if fate itself guides you towards them. You may find any common or reasonably uncommon Pokémon pretty fast, but the truly rare specimens may take a while to find, albeit still much, much faster than those who do not have this perk to rely on. And when you finally do find that Pokémon you're looking for, you're guaranteed that they won't run away, teleport, self-destruct, or use any other method of preventing you from catching them.

Bonds of Friendship [400 PP]

The bonds you share with your Pokémon are marvellous, Jumper. Unlike some trainers, you'll never forget to treat your pokémon with the kindness they deserve. This bond of friendship you've forged has definitely paid off, because you and your Pokémon partners are in perfect synch. Furthermore, with just a few words of encouragement you're capable of giving your Pokémon a second wind during battle, which might just be enough to snatch victory from the jaws of defeat.

Cooltrainer [600 PP]

When it comes to the training of Pokémon and Pokémon battles you are one of the best. It is only a very small number of Pokémon trainers that manage to beat all eight Gym Leaders, but now you are good enough of a Pokémon trainer to do so. It's possible that not even the Elite Four would be out of your league if you came at them with the team of Pokémon you've trained.

Rocket

Grunt [100 PP]
As a Team Rocket grunt, you're not entrusted with any of the more important tasks. Instead, it's your job to simply steal whatever Team Rocket requires, be it Pokémon or other things. How very fortunate then, that you're a highly skilled thief. Picking pockets, picking locks, breaking and entering, you can do it all, and without being seen at that.

Pokémon Profiteering [200 PP]
Stealing Pokémon is one of the more basic jobs a member of Team Rocket might be commanded to do, but there's not much point in stealing Pokémon if you can't sell them for a hefty profit afterwards, is there? You're now capable of setting up and managing trafficking and smuggling rings like the best of them. Of course, it wouldn't do to sell your stolen Pokémon or other contraband for too low or high prices, so you're now able to accurately assess what people are willing to pay for whatever it is that you're selling.

Below the Fun and Games [400 PP]
The Celadon game corner might be a fun place to spend some time if you're hoping to win some neat prizes, but it harbours a dark secret: The game corner only exists as a front for Team Rocket. There's even a secret base below it, hidden entrance included! Perhaps you're one of the Rockets responsible for the creation of said base, or maybe you're just an independent contractor without any morals. Whatever the case may be, one thing is clear. You're highly skilled when it comes to the creation of such secret bases, capable of building vast underground structures hidden below a seemingly normal building. You're even capable of building the traps employed in the Rocket base, such as the spin tiles that, as the name implies, spin you round and round and round when stepped on, or even the warp tiles that teleport those who step on them.

From the Shadows [600 PP]
It's not easy, being a mob boss and a seemingly good citizen at the same time, but you seem to pull it off just fine. The creation and management of vast criminal organisations such as Team Rocket is child's play to you. And you can do all that whilst making everyone else believe you're an upstanding pillar of the community. Not even the shrewdest of detectives would suspect your affable nature to be nothing more than a front, such is your skill at acting and politicking.

Gym Leader

Type Expert [100 PP]
Gym Leaders generally specialise in one type of Pokémon, and hone the skills related to using that type of Pokémon in battle to perfection. Pick one Pokémon type, you now are an expert when it comes to training and battling with your chosen type. A Poison-type expert would be able to even turn a Zubat into a powerhouse, for example.

A Leader's Duty [200 PP]
Gym Leaders are not meant to be an insurmountable obstacle to Pokémon trainers. No, it is instead their job to test them, to see if they have what it takes to challenge the Elite Four. Naturally, as a Gym Leader you're capable of accurately assessing the strengths and weaknesses of your opponents. As such, you're capable of battling in such a manner that your challengers, whether they win or lose, always manage to learn a valuable lesson. But wouldn't it be nice if you could also accurately assess the strengths and weaknesses of yourself and those who battle beside you? Well, it's a good thing then that's exactly what you're capable of. It may hurt, knowing where your weaknesses lie, but once you know about your own weaknesses you can start shoring them up.

Ninjutsu [400 PP]
The Fuchsia Gym is infamous for its poison-type Pokémon, but also for its trainers. Most of them have been trained in ninjutsu, the ninja arts. Koga, the gym leader, is a true master of these arts, and has seen fit to train you in these arts. Whilst you're not quite at the same level of mastery as Koga yet, right now you are already a highly-skilled ninja. You even have the potential to one day reach the same level as Koga, and perhaps even surpass him.

Psychic [600 PP]
Like Sabrina, the Saffron Gym Leader, you are one of the few human psychics. Your new-found psychic powers include abilities such as telekinesis, telepathy, teleportation, and precognition. Although these powers start off fairly weak and will require intense focus to properly wield, you'll no doubt find that the more you use these gifts they'll grow stronger and become easier to use. Practise with them long enough and you may just find yourself at the same level of power as Sabrina, arguably one of the strongest human psychics ever.

Pokémon Researcher

Jack of all Trades [100 PP]
Many researchers tend to specialise in one or two fields of science, but not you. No, you haven't specialised at all. Instead, you've chosen to learn a little bit of everything Pokémon-related. You may not know as much as a Pokémon Professor in their chosen field, but the sheer breadth of knowledge this offers you should not be underestimated.

Blast from the Past [200 PP]
Recent advances in science have made it possible to revive Pokémon from fossilised remains. Were you one of the scientists responsible for the invention of this miraculous technology, by any chance? It would certainly explain how you have such a detailed understanding of it.

Storage Made Easy [400 PP]
The Pokémon Storage System, or PSS, was developed by Bill. Surely you must be one of his better friends, or he wouldn't have taught you all about how this technology can be used to digitise Pokémon and items and store them as data on a computer. Now that you know all about it, setting up your own storage system is child's play.

Master of One [600 PP]
Whilst Professor Samuel Oak is renowned far and wide as THE Pokémon professor due to having pioneered many Pokémon-related fields of science, his true passion lies in studying the relationships between Pokémon and humans. In that subject, there are no other people who even come close to his level of expertise. Choose one subject to specialise in, you will reach the same level of expertise in your chosen subject as Professor Oak when it comes to his. Perhaps in time you'll supplant Professor Oak as the most well-known Pokémon Professor?

Items

*You get the **[100 PP]** item of your chosen Origin for free, and the other items of your chosen Origin are discounted by 50%.*

Any items purchased here may be imported into items you already own, provided they are of a similar enough nature.

Items may be purchased multiple times.

General

You may discount one item of your choice from the general section by 50%.

Backpack [Free]
It's your average every-day backpack used by Pokémon trainers worldwide. Capable of storing any twenty items of your choice simultaneously. Curiously enough, no matter what kinds of items you store within, it never seems to get any heavier. A handy feature, isn't it?

Pokéballs [Free]
5 normal Pokéballs, which can be used to catch Pokémon. You may only take this option once, and these Pokéballs do not restock.

Fisherman's Favourite [100 PP]
A high-quality fishing rod. It won't break, no matter what kind of abuse you put it through. Why, even hooking a raging Gyarados won't be able to break it. Of course, were that to happen chances are that you'd end up in the drink instead of being able to reel it in, but at least the rod itself will be fine.

Itemfinder [100 PP]
A machine that can be used to find all items hidden nearby. Comes with an easy-to-use graphical interface for your convenience.

Bicycle [100 PP]
At first glance this may seem to be a completely mundane bicycle. That's not quite the case, however. No matter how quick you yourself may be, this bicycle will always be twice as fast. It's indestructible, too. No electric-type Pokémon will be blowing this one up.

Pokéballs - Deluxe [150 PP]
A decent amount of normal Pokéballs, several Great Balls, and one or two Ultra Balls. Unlike the Pokéballs above, these do restock weekly.

Medicinal Cache [150 PP]
Several potions and other medicinal items. They restock weekly.

Bill's PC [300 PP]
A unique computer loaded with special software and several hardware attachments that allow it to digitally store up to 240 Pokémon.

Pokémon Trainer

Pokédex [100 PP]
A high-tech Pokémon encyclopedia known as a Pokédex. It currently doesn't have any info stored within yet, but for every Pokémon you encounter it will automatically update itself. By catching a Pokémon, that Pokémon species' entry in the dex will be updated with even more information, and more detailed information at that.

In future Jumps, this will automatically update with useful information on other kinds of creatures you've encountered.

Pokéflute [200 PP]
A simple flute with a Pokéball design at the bottom. When used it is capable of playing a pleasant melody that rouses any nearby Pokémon or people from sleep. A most curious property of this particular flute is that even the most musically untalented people will quickly become expert flautists by using this instrument.

Pokémon Center [400 PP]
Your very own Pokémon Center. Like any other Pokémon Center, it will offer free healing for any Pokémon that requires it. This Pokémon Center will follow you to future Jumps, where it will slot into the world as a setting-appropriate medical clinic, albeit one that offers healing free of charge just like any other Pokémon Center found in this world. Alternatively, it may become a Warehouse Attachment after this Jump.

Strange Backpack [600 PP]
How very curious. Wasn't there a Backpack you could take for free up above? How strange that there should be another. It's completely identical to the previously-mentioned backpack but there's one important distinction. Should you place any one item within, you'll quickly realise that instead of just one such item the backpack will contain the original and 128 identical duplicates.

Rocket

Silph Scope [100 PP]
A pair of high-tech goggles developed by Silph Co. It is capable of making invisible Pokémon visible. This one's a bit more special than other such scopes, for it is not limited to making just Pokémon visible. Indeed, it is capable of making all invisible things visible, whether they are a Pokémon or not.

Rare Candies [200 PP]
These five special candies are packed with energy. When consumed by a Pokémon, the Pokémon in question grows stronger. Were this a videogame, it would not be incorrect to say that those who consume this gain a "level". They restock weekly.

Celadon Game Corner [400 PP]
A popular casino, it's secretly owned and operated by Team Rocket. It's yours now, and all of the profits will be deposited straight into your bank account. It even comes with a well-hidden secret base below it. It will follow you to future Jumps, where it will slot into the world as a setting-appropriate casino. It will of course still send the profits your way and will retain the hidden base. Alternatively, it may become a Warehouse Attachment after this Jump.

Team Rocket [600 PP]
The organised crime syndicate itself! Maybe you supplanted Giovanni by force, or maybe you were his designated successor. Either way, Team Rocket is yours to do with as you wish, and will follow you into future Jumps where it will take its place as a Jump-appropriate crime syndicate under your control.

Gym Leader

Badge Case [100 PP]
Contains an infinite amount of badges, for giving away to victorious trainers. Makes those you grant them to better at formulating battle strategies, both for themselves and for others.

X-Battle Items [200 PP]
A smattering of useful consumables that have a positive albeit temporary effect on a Pokémon during battle. This collection consists of X Attack, X Defense, X Special, X Speed, X Accuracy, Dire Hit, and Guard Spec. You gain twenty-five of each, and they restock daily.

Evolution Stones [400 PP]
There are several Pokémon that only evolve into their more powerful forms when exposed to an elemental stone. They are known as evolutionary stones: Fire, water, thunder, leaf, and moon stones. This suitcase contains one of each, and they are more potent than ones you might find elsewhere. Normally, each stone can only be used once, but no such restriction applies to the stones bought here.

Jumper's Gym [600 PP]
You wouldn't be a proper Gym Leader without a gym of your own, now would you? This here's your very own, and it is styled in whatever aesthetic pleases you. There's a battlefield where Pokémon trainers may challenge you, of course, but it is also fully equipped with facilities for raising and training a large amount of Pokémon. Any training done in those facilities will yield results five times faster than normal. This Pokémon Gym will follow you to future Jumps, where it will slot into the world as the closest setting-appropriate equivalent to a Pokémon Gym, and will retain all of its benefits. Alternatively, it may become a Warehouse Attachment after this Jump.

Pokémon Researcher

Exp. All [100 PP]
Normally, a Pokémon wouldn't grow stronger without training or battle. But with this item, any Pokémon that are a part of the current team you have with you will benefit from the battle and training that the other members of your team go through. Even Pokémon that have been digitally stored will benefit from this. It may not be as effective for Pokémon that are in storage, but other than that there are no real downsides to using this item.

Fossilised Remains [200 PP]
The DNA of an ancient Pokémon has been preserved in this piece of amber. It's neat to look at but otherwise useless on its own. Unless… There have been rumours of scientists capable of reviving Pokémon from just a little bit of DNA. Perhaps it's worth investigating?

You may choose between three fossils: one containing the DNA of Omanyte, one containing the DNA of Kabuto, and one containing the DNA of Aerodactyl.

Prototype Master Ball [400 PP]
Developed by Silph Co. and currently the only ball of its kind, this Master Ball is capable of catching any Pokémon without fail. In future Jumps it is even capable of catching other non-human creatures.

Old Mansion [600 PP]
Once, a famous Pokémon researcher lived here. Nowadays it is no more than a decrepit, burned-down husk of a mansion. Or so it would appear at first glance, at least. Look closer and you'll find that whilst the ground and upper floors are in a seemingly-terrible state, the building as a whole is still structurally sound, and the basement is in excellent condition.

Within said basement you'll find a fully-stocked, state-of-the-art Pokémon research lab. There's even a small library's worth of research papers and journal entries written by the previous occupant. Most of these papers and journals seem to be focused on general Pokémon research, but here and there you might find a few references to a "Project M_2".

Companions & Followers

Humans

Human Companions can purchase Pokémon followers.

Companion Import [Free/50 PP]
You may import eight Companions. Each imported Companion gains **[600 PP]**.
You may import more than eight Companions with this option, but each Companion imported beyond the initial eight costs **[50 PP]**.

Companion Recruitment [Free/50 PP]
You may recruit any human you meet during this Jump for free. For **[50 PP]** you're guaranteed to make a favourable first impression on the person you're trying to recruit.

Pokémon

"Hey, wait! Don't go out! It's unsafe! Wild Pokémon live in tall grass! You need your own Pokémon for your protection. I know! Here, come with me!"

Pokémon can be recruited as Companions or as Followers, the choice is yours.

Bulbasaur [Free]
This recently-hatched Bulbasaur has taken a shine to you and wants to travel the Kanto region with you. It may be young, but it has a lot of potential.

Pokémon Import [Free]
You've visited the Pokémon world before, you say? And you've already caught several Pokémon before that you would like to bring into this world with you? Very well, you may import any and all Pokémon Companions/Followers from previous Jumps for free. Pokémon that are native to the Kanto region will be imported as the same Pokémon species as they currently are. If you have Pokémon from other regions, they may be imported as what they are or may optionally gain a Kanto native Pokémon alt-form of your choice.

Pokémon Recruitment [Free]
Any Pokémon you've caught may at the end of this Jump be recruited as either a Companion or a Follower.

Scenarios



Gotta Catch 'Em All

"*Oh right! I have a request of you, Jumper. On the desk there is Professor Oak's invention, the Pokédex! It automatically records data on Pokémon you've seen or caught! It's a high-tech encyclopedia. Jumper! Take this Pokédex with you! To make a complete guide on all the Pokémon in the world… That was the Professor's dream! But, he's too old. He can't do it. So, I want you to fulfil his dream for him. Get moving, Jumper! This is a great undertaking in Pokémon history!*"

You must catch all 151 Pokémon in order to complete this scenario. As not all Pokémon are available to catch or recruit during this Jump, you will need to have Jumped the Pokémon Blue Version Jump, Pokémon Red Version Jump, or another Pokémon Jump before this Jump in order to catch and import the Pokémon that are not available during this Jump.

Reward

For completing the Pokédex and achieving Professor Oak's dream you will gain the entire Kanto region as a Warehouse-Attachment. Of course, all of its inhabitants, Pokémon and Human both, are included.

Due to the immense size of the region, at least compared to your average Jumper's Cosmic Warehouse, the Kanto region will be accessible through a door marked with a Pokéball in your Warehouse that leads to Professor Oak's lab in Pallet Town. The region itself will not take up any of your precious Warehouse space.



A Truck, a Truck, my Kingdom for a Truck!

One of Vermillion City's sailors has lost their truck after a night of partying aboard the S.S. Anne. The last thing they can remember is that they parked it on the nearby docks, but when they went back for it the next morning it was gone without a trace. In its place was a strange Pokéball that won't seem to open, no matter how hard anyone tries.

Reward

Should you manage to find the sailor's truck and return it to them, they'll gladly give you the strange Pokéball as a reward, at which point it will pop open to reveal none other than Mew, the mythical Pokémon. Mew will join your team of Pokémon as either a Companion or a Follower, the choice is yours.



MissingNo. Crisis

There's some strange rumours coming from Cinnabar Island. What started out as tales of aberrant Pokémon appearing on the coast and even a strange, pixelated creature that caused nearby Pokédexes and other computers to "glitch" out has turned into terrifying stories about a strange glitch in the fabric of reality itself that erase all that comes into contact with it. And what's worse, this anomaly seems to be growing, slowly but surely. A few daring researchers ventured near it to take some readings, and they've calculated that if the anomaly is not contained, it will swallow all of Kanto within the next year.

Reward

Should you manage to save the Kanto region from this ever-growing glitch in reality you'll be awarded with a very special Pokéball containing none other than MissingNo.

MissingNo. has the same glitching, reality-erasing abilities as the anomaly you managed to save Kanto from. Unlike the anomaly, MissingNo. is in complete control of these qualities, and is ready, able, and willing to help you on your journey. Whether that's as a Companion or as a Follower is completely up to you.

Drawbacks

Self-Insert [+0 PP]
Want to replace one of the canon characters? That can be done by selecting this toggle and the origin that most fits your chosen character.

Speedrunning Champion [+0 PP]
You may end this Jump at any time after you've beaten the Elite Four and become Champion. You may also choose to end this Jump any time after the completion of a scenario.

Extended Stay [+100 PP per purchase]
You may purchase this Drawback multiple times. For each purchase, the duration of this Jump is increased by ten years. This Drawback overrides [Speedrunning Champion].

I Like To Wear Shorts! They're comfy and easy to wear! [+100 PP]
Oh dear, it seems you've gained an obsession with shorts. No other legwear will suffice for you. Sure, it may be nice during the summer, but what about during the winter? Walking through a blizzard whilst wearing a pair of shorts sounds kind of like a bad idea.

Mute [+100 PP]
Like the protagonist of Pokémon Green, you are unable to speak. It might be a good idea to carry around a pen and some paper.

…Erm, what is his name again? [+200 PP]
Perhaps you're not as old as Professor Oak, but you do seem to suffer from the same memory problems. Just like the Professor frequently forgets the names of his grandchildren, you frequently forget… well, possibly anything. Oh, sure, you'll end up eventually remembering what you've forgotten, but it'll definitely be annoying to backtrack through Mt. Moon all over again because you forgot to pick up one of your Pokémon from the Pokémon Center for the third time.

It's a Critical Hit! [+200 PP]
The odds of every attack that hits your Pokémon being a critical one are extremely slim, aren't they? But now that's exactly what's happening. For some strange reason every attack your opponents manage to land on your Pokémon is a critical hit.

Aww! It appeared to be caught! [+300 PP]
When it comes to actually catching Pokémon, you seem to have the worst luck. Your Pokéball throws frequently miss the Pokémon completely, and when they do hit it's more than likely the Pokémon will break out of the ball rather than let themselves be caught by you. You'd better carry a very large quantity of Pokéballs with you if you're planning on catching any Pokémon.

Four Boys are Walking on Railroad Tracks [+300 PP]
And now it seems you're following in their footsteps. Or rather, the footsteps of one particular individual. You begin this Jump in Pallet Town, and must follow the same path

as the protagonist of Pokémon Green did, all the way up until they became Champion. Should you deviate from this path, time will somehow reset itself, and you as well, so that you may continue your scripted journey. It's almost as if someone reloaded a previous save file whenever you start to deviate from what's in store for you.

Glitch City [+500 PP]
Instead of starting this Jump in your chosen location, you start in a glitched, corrupted alternate version of your starting location. Full of glitched and warped geography and infrastructure, you'll have to find your way to safety. In this case, that's a portal that leads to the normal world. Unfortunately, the portal is very well hidden and the strange nature of this glitched realm means you're unable to use any of your perks, powers, and items from other Jumps whilst you're in this "Glitch City". What's even worse, on the way to the portal you'll no doubt encounter terrifying and hostile glitched versions of the Pokémon you may be familiar with. Good luck.

Lockdown [+500 PP/+600 PP]
You don't have access to any of your perks, powers, items, and other purchases from non-Pokémon Jumps, and your Warehouse access has been cut off for the duration of this Jump. For an additional **[+100 PP]**, for a total of **[+600 PP]**, you will not even have access to perks, powers, items, and other purchases from other Pokémon Jumps. You'll just have to survive with what you've gained from this Jump.

Ending Choice

Stay
You've chosen to stay in this Jump. You gain an extra **[500 PP]** to spend here.

Go Home
You've chosen to go home, back to your original world. You'll retain everything you've gained over the course of your Jumpchain.

Continue Jumping
You've chosen to continue Jumping. It is not time for your journey to end, after all.

Notes

What's the difference between the Pokémon Red Jump, Pokémon Blue Jump, and Pokemon Green Jump?
Some Pokémon may not be found in one Jump, whilst they do appear in others. Just like in the games. Additionally, each Jump has a different free starter Pokémon. Charmander in Red, Squirtle in Blue, and Bulbasaur in Green.

The following Pokémon will not appear in the Pokémon Green Jump:

1. Ekans
2. Arbok
3. Oddish
4. Gloom
5. Vileplume
6. Mankey
7. Primeape
8. Growlithe
9. Arcanine
10. Scyther
11. Electabuzz
12. Charmander
13. Charmeleon
14. Charizard
15. Squirtle
16. Wartortle
17. Blastoise
18. Mew - Except as a Scenario Reward - See **[A Truck, a Truck, my Kingdom for a Truck!]**

To Catch 'Em All…
Post-Jump this is not limited to finding only Pokémon.

Pokémon Green Jump (V1.01)
By Sillywickedwitch