

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to Pokémon Island, Jumper! This is a sanctuary for Pokémon. Under the authority of Professor Oak, Pokémon Trainers are forbidden from setting foot here, and very few humans in general receive permission to visit. With a diverse assortment of ecosystems, and a lack of human interference, this place serves as a wonderful opportunity to observe Pokémon in their natural habitat.

You arrive shortly before Todd Snap sets out for the beach in the ZERO-ONE for the first time. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

You may choose to be either a human or a Pokémon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Nothing special to note here.

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. Whilst Evolution is possible for you, it may take substantial amounts of time to achieve due to a lack of Trainers; there are of course exceptions. As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 300cp.

For two stage Pokémon (those that only evolve once), the cost of starting at the first stage (unevolved) is 100cp, and the cost of starting at the second stage (fully evolved) is 300cp.

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 400cp.

As a special offer, if a Pokémon line had an earlier stage introduced in a subsequent generation (typically referred to as a Baby Pokémon), you can elect to pay for the other stages of that line as if that earlier stage did not exist. For example, Pikachu would cost 100cp instead of 200cp.

You can only choose to be an officially recognized Pokémon species. You cannot elect to be a Legendary or Mythical Pokémon.

Alternatively, if you have already acquired a Pokémon form prior to this jump, you may elect to import that form here. In this case you pay nothing.

-Background-

You must choose one of the three 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. Humans choosing to Drop-In will still have permission to be here, though you can elect to forgo this if you prefer.

Photographer

Requires the Human species.

You have been given permission to stay on Pokémon Island by Professor Oak, who wishes for you to take photographs of Pokémon to assist in his research of their behaviour. “Catching” Pokémon likely has a different meaning to you than most in the Pokémon world.

Researcher

Requires the Human species.

You are a colleague of Professor Oak, who has given you permission to work on Pokémon Island. Whether you assist the Professor with his research, or undertake your own studies, is up to you.

Pokémon

Requires the Pokémon species.

As a Pokémon, you are likely a wild one living your day-to-day life on Pokémon Island. Whilst Trainers aren’t found here, you may instead choose to act as a companion or assistant to one of the few humans on this island if you prefer.

-Location-

Roll 1d8, or pay 50cp to choose. Any location you end up with will be accessible and linked up with the Pokémon Lab if it wasn’t already.

[1] Pokémon Lab

A lab utilised by Professor Oak as his base of operations on Pokémon Island. When Todd Snap isn’t out taking photos, he can be found here as well.

[2] Beach

What a sunny beach. It looks great! I should get some awesome shots there!

[3] Tunnel

There used to be a Power Plant in this long, dark tunnel. I can’t wait to check it out!

[4] Volcano

The boiling magma here makes this place very hot. I'm sweating already!

[5] River

The river here is flowing gently. Someone might be hiding nearby…

[6] Cave

This is a scary-looking cave. I bet if I listen carefully, I'll hear lots of strange noises.

[7] Valley

This river is rapid! I'll have to concentrate hard, or I could miss a good shot!

[8] Free Choice

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

-Perks-

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

Photographer Perks

[100cp, Free for Photographers] Photo Basics

You have acquired some basic knowledge any professional photographer should know. You understand the operation of a camera, and can develop film at a professional level, provided you have the appropriate materials and workspace.

When it comes to actually taking great photographs, you still have quite a way to go with this perk alone.

[100cp, Free for Photographers] Strong Arm

You have excellent aim, and a strong throwing arm. In other parts of the Pokémon world, this might be put to use catching Pokémon. Here, it will be of benefit when positioning food near Pokémon, or when bothering them with Pester Balls.

[200cp, Discounted for Photographers] Flautist

You are surprisingly talented when it comes to playing the flute, and similar instruments. You can play the flute at a professional level, and for similar instruments you can reach a similar level with only a few hours of practice. Perhaps there is some use you could find for such skill on Pokémon Island?

At least you'll have something to fall back on if photography doesn't work out for you.

[200cp, Discounted for Photographers] Don't Sweat It

Does Oak really want children travelling through an active volcano? Apparently so.

Fortunately, you have picked up a strong resistance to the effects of extreme temperatures. You can travel through said volcano without being drenched in sweat, or pass by a frozen Articuno egg without catching a cold.

This resistance is not absolute. You certainly won't be swimming in lava with the power of this perk alone.

[400cp, Discounted for Photographers] Cause and Effect

You have developed a 'sixth sense' for predicting the short-term consequences of your actions.

With this ability, you'll be able to tell whether knocking that Charmeleon into a lava pit is just what it needs to evolve into a Charizard, or whether it is a waste of time. You'll also be able to work out that in order to hit a faraway switch, you'll have to motivate that Squirtle to move up a hill and knock the Mankey up there down.

While this ability will be able to predict the consequences of your behaviour, it will never give you specific information you do not otherwise know. Should you not know that Charmeleon evolves, you'll simply feel in the above example that knocking him in the lava will result in some kind of power up. Should you have not yet seen that previously mentioned faraway switch, you'll simply feel that getting that Squirtle to move up the hill is an important step in progressing through the course.

This ability will not extend beyond a few minutes into the future; it is not designed to predict medium and long-term effects. This ability is also only able to predict chains of events that are originally set off by you.

[400cp, Discounted for Photographers] Pesterer

Got a lot of pestering planned? This perk might be for you.

No matter how often you prank, annoy, or pester those around you, they never seem to hold it against you. Sure, they might initially react to it (that's often the point of such acts after all), but it will never be violently. After a minute or so they'll be right back to how they were before.

This effect only applies to (mostly) harmless acts. Anything more harmful than throwing a Pester Ball at a Pokémon (which will briefly knock a Pokémon out at the extreme end) will not be protected by this perk.

[600cp, Discounted for Photographers] Genuine Pokémon Photographer

Skipping right to the end, huh? Alright then.

It is no exaggeration to say that you are a master photographer. You have amazing timing and reactions, allowing you to take your shots at just the right moment. You have a superb sense for framing and shot composition as well.

When taking photos, you will find that you can quickly build rapport with your subjects, even if they can't speak your language, allowing you to coax or bother them into the ideal pose or reaction.

Finally, should you ever pursue a career in photography in settings where it is an established industry, you will find it easy to obtain work, and you will quickly become well regarded in said industry unless you make efforts to prevent that from happening.

Researcher Perks

[100cp, Free for Researchers] ***Shall I repeat this information?***

You have developed a great wellspring of patience from which to draw upon. Perfect for when that kid needs the same thing explained to him again… and again… and again…

Hopefully he picks it up by the tenth time. The hundredth time might be pushing it with this perk alone.

[100cp, Free for Researchers] Snappy Tunes

Can't help but bop your head to the music of Pokémon Snap? Now you can access it at any time!

You gain a mental library of all music present in Pokémon Snap. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), and even randomly choose a song to play. You may set music to play under certain conditions, allowing you to have some music ready when out enjoying nature, or to create an internal alarm clock.

[200cp, Discounted for Researchers] Professor's Check

For someone who is not a photographer themselves, you certainly seem to know how to judge them.

You have picked up an interesting talent for analysing and evaluating photographs, and can even develop and maintain consistent scoring systems for photographs you evaluate. These scores judge things like clarity of the photo, framing of the subject, distance from the subject, how interesting the subject's pose is, and so on.

Interestingly, when someone regularly comes to you and has their photos evaluated, they will gradually improve as a photographer. You must know your stuff, huh?

[200cp, Discounted for Researchers] Child Support

Why do so many in the Pokémon world rely on children to get things done? Because it works, obviously.

From now on, any children over the age of 10 that you employ or enlist to work on your behalf will function about as competently as an average untrained adult. They can improve over time beyond this, just as an untrained adult would also learn on the job. The single exception to this is raw physical limitations; a child working for you won't be able to push that heavy crate if they would be unable to without this perk, and this perk won't let them reach that high shelf.

While this perk can also apply to non-humans, it will do so slightly differently. Instead of 10, whatever would be the equivalent age in terms in development will be used. Additionally, they will still be boosted to an average untrained adult *human*. This perk does not apply to species without at least a human level of sapience and sentience.

This perk only provides a boost to those working for you; if a child is above an average untrained adult in competence, they will not get worse. This boost only applies whilst someone continues to work for you, though any improvements they obtain aside from this boost will be kept should they stop working for you.

[400cp, Discounted for Researchers] Strict Teacher

While it might feel nice to praise your students for the bare minimum, watching their smiles light up over mediocrity, you know that the best results come when your students are challenged, and forced to strive to be the best they can be.

You have mastered this strict style of teaching. You always know just how far you can push your students, where the line is where strictness becomes abuse and causes negative results, and how to just stay on the right side of it.

Best of all, no matter how much of a taskmaster your students may feel you are as a teacher, your strict teaching will never bleed over in other aspects of your relationship with them. If you were teaching a peer, you could be as strict as you needed to without fear that you will be harming your friendship with them. This won't apply if you deliberately choose to go beyond strictness and into abuse.

[400cp, Discounted for Researchers] Expertise to Authority

Professor Oak was granted authority over Pokémon Island due to his status as a Pokémon Professor. Similar boons now await you.

From now on, should you become officially recognised, or otherwise broadly regarded, as an 'expert' in some field, you will occasionally be approached with an offer of some additional authority in relation to that field.

This might take the form of some specific role, such as a governmental advisor. It could be an offer to take over some related area; for example, a wildlife expert may be offered a nature preserve to run as they like.

You will be given broad discretion in relation to the authority you have been granted, though severe abuse of this authority may result in it being rescinded. Depending on the setting, you may be additionally compensated if you take on the authority. If you aren't interested, you will always be able to refuse the offer without any negative repercussions.

You will never be offered outright rule of governments or ownership of companies as a result of this perk.

[600cp, Discounted for Researcher] Grandfather of Invention

Professor Oak developed a number of new tools in order to assist in his research on Pokémon Island. You now possess an understanding of the inner workings of these tools, and the knowledge necessary to replicate them.

This covers the ZERO-ONE, even including its more powerful Dash Engine. Perhaps more importantly, it allows you to replicate the teleportation technology employed by Professor Oak on Pokémon Island. Teleporting vehicles to preprogramed locations, and creating one-way portals are both possible for you now.

With time and effort, you may even learn to develop these technologies further, expanding range limits on teleports and otherwise increasing their performance.

Pokémon Perks

[100cp, Free for Pokémon] Pokémodel

If they are going to take your picture, they are going to do it right!

Posing comes easy to you, and when doing nothing you naturally fall into a posture that best suits the sort of image you would like to give off (cute, cool, beautiful, etc.).

The natural posture aspect of this perk can be toggled on or off as you like, should it become a bother.

[100cp, Free for Pokémon] In Hiding

Or perhaps you'd rather not have your picture taken at all?

You have great skill when it comes to hiding away, both in finding suitable locations to conceal yourself, and the actual act of hiding itself, including minimising the amount of sound you make when staying still.

[200cp, Discounted for Pokémon] Pokéntuition

You have a strong intuition, particularly when it comes to discerning the motives of others. For example, whether that photographer is a malicious actor or a simple research assistant, or whether that jerk throwing balls at you is trying to provoke a reaction, or is looking for a fight.

For those Pokémon looking for a friend, such a talent may be particularly beneficial.

[200cp, Discounted for Pokémon] Eggsellent

Whenever you like, you may summon a large eggshell around yourself. This allows you to avoid having your picture taken. It also is surprisingly comfortable inside the egg, and you won't have to worry about running out of oxygen either. Perhaps you could use it when you want a nice rest? You are unlikely to have outside awareness whilst in the egg, so be careful where you choose to set up.

While the eggshell is pretty sturdy, it is not invincible. You may break the egg open whenever you like, but a strong electric shock or similar sufficient force can also cause it to break. Should the egg be broken, it will automatically hatch; the remaining eggshell will disappear after a few moments.

[400cp, Discounted for Pokémon] Progress via Photoshoot

While some choose to shy away from the camera, you have found a certain benefit to having it pointed your way.

When you are being filmed, or when a photographer is aiming their camera at you with the intention to take shots, you'll find that 'breakthroughs' in your development arrive far more frequently.

The breakthroughs generally relate to either your current or recent behaviour. Someone who has been studying might suddenly gain an insight that allows them to grasp the material better, for example.

For Pokémon, these breakthroughs can also allow them to spontaneously evolve, bypassing usual requirements for such evolutions. These breakthrough evolutions will not occur unless you would be happy for them to, and will only ever evolve you in ways that you are happy with.

[400cp, Discounted for Pokémon] Repeatable Evolutions

Evolution. An amazing phenomenon that significantly alters the appearance and power of a Pokémon. But what if you wanted that old form back?

From now on, you are able to transform back to a prior stage of 'evolution' whenever you like. Even if you didn't choose to be a Pokémon in this jump, not to worry. This perk applies to any Pokémon form you come to possess, as well as the forms of creatures that 'evolve' in a similar way. When you like, you can easily revert to your 'current' stage of evolution.

There are a few advantages to this. Earlier stages of evolution are often smaller, which can allow access to specific areas. For those who enjoy having their photograph taken, earlier stages of evolution are often 'cuter' and more popular, allowing you to find more success as a model. Finally, many Pokémon can learn techniques easier (and sometimes even exclusively) at an earlier stage; this perk will allow you to go back if you happened to miss out on learning one of these techniques.

However, there are also a few limitations to this effect. First, you will be unable to evolve whilst you have transformed into a prior stage. This means that for branching pathway evolutions (such as with Eevee), this perk will not allow you to change your mind once you have committed to an evolution. Next, moving back and forth between stages with this perk will never result in additional power increases or stat gains. Finally, obviously, you can't use this perk to move to an evolution you have not yet reached without it. These limitations only apply when this perk is being utilised.

[600cp, Discounted for Pokémon] Myth

Really don't like the spotlight, huh? Here is something to help you out.

You have some kind of special awareness that allows you to always know when a camera (or similar device) is trained on you, or when one is about to be. Whilst this alone may allow you to avoid the paparazzi, you have a further ability beyond to protect you further.

With this ability, you can create a forcefield 'bubble' around yourself. While the forcefield is up, attempts to take your picture or otherwise visually record you will automatically fail. However, this forcefield is quite fragile, such that pelting it with Pester Balls would disrupt it fairly quickly. You are able to bring your forcefield back up after it is broken, but each time you do so it becomes progressively harder to maintain and easier to break, until it has had some time to recharge.

But what if you've already had your picture taken? That too can be managed. When making deliberate efforts to stay out of the public eye, you can have existing pictures or recordings of yourself slowly vanish. This will occur in a natural way that minimises suspicion; a physical picture might degrade or suffer an unfortunate accident, whilst an electronic recording might suffer an unexpected 'glitch'. While you have no control over which records are chosen, and what order they are chosen in, anything that you actually want to stick around will never be impacted by this perk.

Surprisingly, your reclusiveness never seems to harm any legendary or celebrity status you might build for yourself. If anything, regular time away from the public eye will naturally build a 'mystique' around you – such that when you do appear, it will be far more impactful than it would be ordinarily (this effect requires that you have at least some celebrity status in the first place).

You may toggle both the record removal and celebrity-related effects of this perk on or off as you like, should they become troublesome.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Photographer Items

[100cp, Free for Photographers] Camera and Film

You have a film-based, still image camera. Reliable, but not particularly notable.

You also have a supply of film, enough for your camera to take 60 shots. At the start of each new day, you will receive additional film equal to the amount that is currently 'used', bringing you back up to 60 shots. Should you wish to 'retry' a shoot, you can gain additional film by sacrificing film granted by this item that has been used that day. You may only do this when at home, or when staying at alternate accommodations, and cannot ever do so during an 'active' shoot. You cannot

sacrifice film that has already been developed. You will always be able to retrieve your current supply of film when needed, no matter how improbable that might be.

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

[200cp, Discounted for Photographers] Poké Flute

A special flute. It is yellow in colour, with a Poké Ball-like shape located on its end.

When used correctly, the flute is able to rouse those sleeping nearby. This will occur even if the sleeper is in a deep sleep where extremely loud noises or strong physical interactions would fail to stir them, or if the sleeper has been put to sleep by some supernatural effect.

Should your Poké Flute be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted for Photographers] Photo Development Room

A large room, either connected to your Warehouse by a special gateway, or placed on a property you own.

This room has everything you need to professionally develop film-based photographs (besides a camera and film), in terms of both equipment and supplies. The supplies will never run out, and the equipment does not degrade via regular use. Should any of the equipment be damaged or destroyed, it will be fixed or replaced within the hour, however none of this equipment will ever be able to leave the room.

In each future jump, you may choose to move this room 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 room be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Photographers] ZERO-ONE

An all-terrain safari vehicle, designed by Professor Oak. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as much as you like.

The base of the vehicle can switch between three different modes, depending on the need. In land mode, the ZERO-ONE has a trio of off-road tyres. In water mode, the ZERO-ONE has a pair of inflatable pontoons, allowing it to move along the surface of the water. In air mode, the ZERO-ONE has a pair of jets enabling flight. This flight is short term; a trip through a cave system would be feasible, flying across oceans would not.

Intended for use by photographers, the ZERO-ONE has a few additional features. The ZERO-ONE is capable of teleportation, with a maximum range of a large island. Programming in a teleportation point requires a bit of time, and so cannot be done ‘on the fly’. Once the location is programmed in, as long it remains in range, the ZERO-ONE can teleport to that position whenever you like, at only a

few moments notice. The other feature is that the route the ZERO-ONE travels can be pre-programmed, freeing the passenger for other activities, such as taking photos. The ZERO-ONE has an automatic braking system, in the event something obstructs its programmed path. Unlike the regular ZERO-ONE, yours also has manual controls, allowing you to drive it where you want.

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

Researcher Items

[100cp, Free for Researchers] Pester Balls

Pester Balls are multi-coloured balls about the size of Poké Balls. When thrown, these balls release a small cloud of noxious purple gas. This gas acts as a Pokémon repellent; effects differ by species but include irritation, stunning, and even knocking them out in extreme cases.

You have an infinite supply of these balls, which you can produce whenever you like, no matter how improbable that might be. Just… try to be responsible with them, okay?

[200cp, Discounted for Researchers] PKMN Report

Why wait for a kid to collect your research materials, when you can have them right now?

This is a special photo album, containing high quality photographs of each of the 63 different varieties of Pokémon that can be found on Pokémon Island, as well as each of the six signs left behind by Mew. Photos stored inside the album will not degrade for as long as they remain inside.

In future jumps, you will receive a new album, containing similarly well-taken photographs of all notable wildlife close to your starting location, within the range of a large island. Post-chain, you will receive a new album every ten years (using your current location as its basis).

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

[400cp, Discounted for Researchers] Goal Gates

You have some of the teleportation-based technology employed by Professor Oak in his study of Pokémon Island.

These large gateways are used when Professor Oak wishes to retrieve the ZERO-ONE at the end of a course. Once set up, they can act as a portal to any location within a large island range. It takes some time to program in coordinates, meaning it can't be done 'on the fly'. The Goal Gates are one-way, and can only be linked to a single location at a time. On the plus side, they do not require an external power source. They can be turned on or off remotely, and can even be set up to turn on when in close proximity to a specific vehicle, such as the ZERO-ONE.

In total, you have seven of these gates. Should one be destroyed, a replacement will appear at a location controlled by you after 24 hours. At the end of each jump, you may choose to retrieve any

of the Goal Gates out in the world, or to leave them in place and receive a new copy or copies when arriving in the next jump (or returning home).

[600cp, Discounted for Researchers] Pokémon Lab

A large laboratory, located somewhere appropriate, close to your starting location.

The laboratory has a large amount of space to work with, as well as its own power generators and water supply, allowing it to function well even if isolated on an otherwise uncivilised island. Your inactive companions will even be able to stay here, provided they remain on the premises.

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

Should the laboratory 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.

Pokémon Items

[100cp, Free for Pokémon] Pokémon Food

You have a seemingly endless supply of Pokémon food, which will always be able to produce when needed, no matter how improbable that might be.

This food is shaped just like apples, though its taste is enjoyed by Pokémon of all varieties.

[200cp, Discounted for Pokémon] Hidey Hole

You have some sort of small natural feature, located either on a property you possess or close to your starting location. The exact nature of this feature will depend on the form you chose for yourself in this jump. It could be some bushes, a small crater willed with water (or lava), or something else. Whatever it ends up being, it is no larger than a small room.

The feature provides you with an amazing level of concealment, even if it would normally not. In addition, hiding in the feature is surprisingly comfortable for you – making it an excellent place to res or sleep as well.

In each future jump, you may choose to move this feature to an appropriate property you possess, or have it appear close to your starting location. Post-chain, every ten years you may choose to move it to an appropriate property you possess, or have it appear close to your current location.

Should the feature 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.

[400cp, Discounted for Pokémon] Pokémon Signs

A set of six special landmarks have appeared around Pokémon Island. These are distinct from the signs placed by Mew.

These landmarks must relate to Pokémon in some way, but are otherwise up to you to decide (as long as they provide no additional advantages not mentioned by this item). A landmark could be a statue or mountain in the shape of a Pokémon, or something more esoteric like a crater that spits out Pokémon-shaped smoke, or a collection of objects that create a shadow of a Pokémon.

Should someone collect a photo or similar recording of each landmark, then view them all at once, they will be able to find a secret message. This message is initially determined by you on purchase on this item, but they be later changed if you visit each landmark in term. The secret message must be relatively short and simple. “Go to this location” or “do this action” are examples of appropriate messages.

Most people who encounter these landmarks will find them novel, but will not wish to investigate them further unless given a specific reason to do so. However, the sorts of people you would like to read the secret message will be immune to this effect; whether they follow up on the lead is up to them.

In each future jump, a new set of six landmarks will appear. These will be similar in appearance to the previous ones and will carry the same message until you make an effort to change them. How far away they are from each other is determined by the ‘scope’ of the jump (some jumps may place them on the same island, other may put them on different planets).

[600cp, Discounted for Pokémon] Rainbow Cloud

A large, rainbow-coloured cloud now floats above Pokémon Island, distinct from the one inhabited by Mew.

While the cloud looks ‘normal’ (colouration aside) from the outside, inside is an entirely different space, not just more cloud. Inside the cloud, the ‘walls’ and ‘ceiling’ look like a night sky, dotted with stars. Lines connect these stars, creating constellations of various Pokémon. The ‘floor’ is rainbow-coloured. You can control the solidness of this floor, which doesn’t have to be consistent across the floor. This allows you to construct a more traditional base inside the cloud if you like, whilst still allowing you to eject unwanted visitors if they are unable to fly.

Though the cloud is very distinct, others will never think to investigate it unless they are given a specific reason to do so (such as if you invite them). Your inactive companions will even be able to stay here, provided they remain inside the cloud.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. Whilst attached to your Warehouse, the floor must remain completely solid, and you will be unable to leave the cloud’s interior except to return to the Warehouse.

Should the cloud 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.

General Items

[Free and Exclusive to Humans] PKMN Photographer Card

A small card bearing your name and picture. It appears to serve as a form of identification here.

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

[50cp] Pokémon Snap Game Bundle

Want to take a break from your photography to try some… photography? This bundle contains:

- A 1999-era television.
- A Nintendo 64, and all needed cables.
- A Nintendo 64 controller.
- A copy of Pokémon Snap.

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

[50cp] Pokémon Snap Sticker Station

This Pokémon-branded machine was made for use with the Pokémon Snap and Pokémon Stadium Nintendo 64 games. It is capable of reading either of these game cartridges, and printing out pictures saved on these games as stickers, for a small fee.

The machine will not break down from general use, and never runs out of materials to print more stickers. You will find it impossible to retrieve money spent in this machine. Should the machine be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Pokémon Snap Novels

A pair of books. The first is a retelling the canonical events of Pokémon Snap in the written format. The second is currently blank. At the end of this jump, this book will change, now retelling your actions in this jump in a style similar to the first.

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

[50cp] PKMN Album

A special photo album, with Pokémon branding. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any photos housed inside in any order you like, just by holding the album and willing it so. Photos stored inside the album will not degrade for as long as they remain inside.

Alongside each photo is a small panel for comments. With a thought, you can change or remove the comments in these panels.

Should the album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Any photos that were stored in the album when it was lost or destroyed will also be replaced as they were.

[800cp] Pokémon Island

This is a near-identical copy of Pokémon Island that you can take with you with only a few changes from the original.

In terms of layout differences, your island lacks the rainbow cloud that hangs over the original. The lab does exist, but is a barebones structure that offers none of the benefits it usually has. If you have also purchased the Pokémon Lab and/or Rainbow Cloud items, you may combine these items with your island, placing them where they are positioned on the original. Your island does feature all courses shown in Pokémon Snap, with established Goal Gates.

Your island will naturally populate itself with wild Pokémon appropriate to the island, with the exception of any Legendary or Mythical Pokémon. These Pokémon will not be able to leave the island unless they become followers or companions, however they are all eligible to be imported as companions in any future jump. Your inactive companions will even be able to stay here, provided they remain on the island.

Strangely, others will not choose to investigate or explore your island unless they are given a specific reason to do so (such as if you invite them), allowing the island to remain a sanctuary for the wild Pokémon that inhabit it.

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.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take either Todd Snap (unless you took the Jumper Snap toggle), or Professor Oak, along on your journey as a companion.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with along on your journey as either a companion or follower (if the Pokémon bonded with a companion and not you, it must be as a follower). You may not however, recruit any Legendary or Mythical Pokémon via this option. Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Pokémon world before? Well with this toggle, you can import the events of any previous Pokémon 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] Jumper Snap

Requires Photographer Origin.

Want the main role for yourself? By taking this toggle, you will be replacing Todd Snap in this world. Your starting location will be overridden to the Pokémon Lab.

[+100cp] Pursued by Photographers

For some reason, a small crowd of paparazzi have infiltrated Pokémon Island, and have made it their mission to hound you for photographs at every turn. They don't seem to care if you are a human or a Pokémon either. How bothersome!

[+100cp] Magnemite Menace

At least once a day, you will be accosted by a small swarm of Magnemite. They will bother you for at least an hour before moving along. Even if you defeat or incapacitate them, they'll be back the next day.

Thinking to get a few shots in since they're here? Think again. Magnemite are able to use their natural abilities to prevent a good picture of them being taken. Unlike Magnemite you might find elsewhere on the island, these guys won't drop their guard for food either. They will also attempt to mess with any research equipment you attempt to use on them.

If you are a Pokémon, then these Magnemite will instead attack you head on. How annoying!

[+200cp] Hard as Oak

For whatever reason, Professor Oak is feeling particularly critical. For Photographers, only the highest quality photos will do for his report, and for other researchers he will show little interest unless it is directly relevant to his current studies.

While Pokémon may not have to interact with Oak directly, the knock-on effect will cause Todd Snap to be far more of a bother for you. Not only will he have Pester Balls right from the start, he will also utilise them very often.

[+200cp] Behave Yourself

By taking this drawback, you gain an additional chain failure condition: if you leave or are ejected from Pokémon Island, you will fail your chain.

For humans, if you undertake any unsuitable behaviour, Oak will find out somehow, and you will be automatically ejected from the island. This includes: battling wild Pokémon, catching wild Pokémon, harassing Pokémon beyond the scope of research (Pester Balls are okay, permanent harm or malicious acts are not), and general criminal acts (stealing, assault, etc.).

For Pokémon, if you upset the natural ecosystem severely (such as driving many Pokémon from an area), you will automatically be ejected by Oak in order to preserve Pokémon Island as a sanctuary. You will also be ejected if you work against the research being undertaken, beyond simply hiding or otherwise rendering yourself unable to capture on film (damaging the camera or the photographer is not okay).

[+300cp] Punish the Pesterer!

What did you do to these Pokémon, Jumper? They can't stand you!

All Pokémon, with the exception of those you bring into this jump with you, are permanently and severely hostile towards you. All will attack if you get close to them, with some going out of their way to get to you if they spot you.

If you are a Pokémon then this will be taken one step further, ensuring that you regularly encounter Pokémon at or above the level of power you purchased for yourself in this jump.

[+300cp] Poaching Problems

While it is forbidden for Pokémon Trainers to visit Pokémon Island, there's always been a crowd in the Pokémon world that doesn't care to follow the rules. Especially when it concerns an entire island filled with unprotected Pokémon.

For the duration of your stay, Pokémon Island will regularly be invaded by Team Rocket and other criminals, who will come to poach Pokémon from this sanctuary.

While Humans are not the target of these groups, their behaviour is likely to interfere with any research being undertaken, and whilst not the focus, no criminal will turn their nose up at some unattended valuables. Should you attempt to fight these criminals, you will become an enemy and will become a stronger focus of the stronger criminal Trainers.

Pokémon may have an easier time fighting back against these criminals with their natural abilities, they will also be a more obvious and immediate target for these villains.

-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:

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

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

Quit Course: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Where is Pokémon Island?

The location of Pokémon Island is not directly stated, but is likely in on near the Kanto region, due to the Pokémon found on it, and being under the authority of Professor Oak.

So, what exactly happens here, anyway?

Professor Oak invites Todd Snap, a photographer, to Pokémon Island in order to assist him in his research by photographing Pokémon in their natural environment.

Todd travels through various 'courses' (pre-programmed routes) on the ZERO-ONE, taking pictures. As he does so, he is given extra tools to assist in his photography by Professor Oak, and he also finds some additional areas to explore.

Eventually, Professor Oak asks that Todd take pictures of six mysterious signs scattered around the island. After Oak examines these pictures, he realises that they are a message suggesting to look in the sky. Todd visits Rainbow Cloud, where he is able to take a picture of Mew.

Todd helps Oak complete his report by photographing all 63 varieties of Pokémon found on Pokémon Island, and ultimately decides to stay for a while longer in order to further hone his craft.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon, and are similarly disqualified in places Legendary Pokémon would be. Ultra Beasts and Paradox Pokémon do not appear in Pokémon Snap.

-Changelog-

0.1
Created the jump.

1.0
(i) Changed some wording for **Eggsellent**, to reduce clunkiness (no mechanical change). (ii) **Myth** now has an additional effect, which gradually removes pictures and other recordings of yourself when you make efforts to stay out of the public eye. (iii) Minor typo fixes.

1.1
(i) Added information on Paradox Pokémon to the note on Ultra Beasts, and renamed it to **On Ultra Beasts & Paradox Pokémon**.