

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the world of Yu-Gi-Oh!, Jumper. Of course, this might not be the version of it you were expecting.

If you have some knowledge of this setting, you probably know what the Battle City tournament is. Well, this tale starts with an alternate telling of these events, altered to accommodate a friend of Yugi Muto that is not present in other versions of the setting, and who acts as the protagonist of this story. Later, a great threat to the world known as Reshef the Dark Being is revived by a familiar-looking man named Sol Chevalsky, and it will be up to this same duelist to stop him. What will your role in these events be?

You arrive in this world as Yugi, Joey, and the player character meet up before Battle City. 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.

-Background-

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

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you can choose to start anywhere in Domino City, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

[1] Domino City

The home of Yugi Muto and the player character. It will serve as the stage for the Battle City tournament.

[2] Italy

Some catacombs in Italy. After Battle City, Bonz is often found here.

[3] China

The Great Wall of China. Here, the player will duel against the Paradox brothers.

[4] Canada

A fossil dig site in Canada. After Battle City, Rex Raptor is often found here.

[5] Galapagos Islands

A curious temple is found on these islands. Weevil Underwood and Mako Tsunami spend some time here after the events of Battle City.

[6] Egypt

Specifically, you arrive just outside the place that will become Marik's residence after Battle City.

[7] Pegasus Island

An island owned by Pegasus. After Reshef is revived, a magical barrier will be erected around it, making it difficult to reach.

[8] Free Choice

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

-Perks-

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

[Free] Dueling Basics

You are familiar with the rules of Duel Monsters, as it is played in this version of the setting, and know how to shuffle cards. This perk does not provide information on any specific cards, so there is still room to learn.

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.

[100cp] Hairdo of Destruction

Whether it is Yugi Muto or Pegasus- oh sorry, "Sol Chevalsky", it is common for the major players of this setting to have expertly styled hair. If you'd like such a style yourself, this perk will help you acquire it.

Upon purchase of this perk, designate a preferred hair style. It can be over-the-top like Yugi's, or something simpler if you prefer. Your hair will naturally grow into this style, will be easy to maintain, and will never impede your movements. This can also be used to change your natural hair colour, even allowing for multiple colours if that's what you are after.

You can toggle the effects of this perk off at any time, allowing you to try something different if you get sick of this look.

[100cp] The Sacred Beauty

Wow, you look good!

On purchase, you must choose whether this grants a great enhancement of feminine beauty, which would allow you to rival the likes of Mai Valentine or Ishizu Ishtar, or an equivalent enhancement in masculine handsomeness.

With such an appearance, you may find yourself picking up your share of admirers, for good or ill.

[100cp] Summon Study

In this version of Duel Monsters, each monster has a "Summon", a kind of element associated with the monster, distinct from summoning mechanics. It is important to make note of these Summons, as each kind of Summon but one is weak against another, and will always lose battles to it.

For reference: Pyro loses to Aqua, Aqua loses to Thunder, Thunder loses to Earth, Earth loses to Wind, Wind loses to Forest, Forest loses to Pyro, Shadow loses to Dreams, Dreams loses to Fiend, Fiend loses to Light, Light loses to Shadow. The Divine Summon is unique, as it is not inferior to any Summon.

You never have to worry about forgetting the above matchups, and will not confuse it with other kinds of elemental matchups you encounter in and out of games. You will find it easier to learn and remember other kinds of elemental matchup systems you encounter too.

[100cp] Helicopter Heroics

You are well-versed in the operation of helicopters, and can pilot them even in dangerous conditions, with debris falling around you. You'll also find it easier to learn how to pilot other aerial vehicles.

Such skill may well save the hero of this tale from meeting a sticky end.

[200cp] Deck Cost Benefit Analysis

An import part of card games, particularly when it comes to deckbuilding, is the ability to assess the value of cards. When it comes to making such assessments, you excel.

You are now very good at gauging the value of cards, particularly in relation to their costs. This refers to in-game costs of playing the card, monetary costs of the card, and opportunity costs of playing other cards. If you are playing under some kind of "deck capacity" limit, you will be able to make assessments based off card costs under such systems too.

Of course, your assessments are limited by your knowledge of a given game; the more you know about its rules, the many individual cards present in the game, and a game's current "meta", the more effective your assessments will be.

[200cp] Alternative Art Advantage

In most card games, including this one, there are certain limits placed on the maximum number of a given card that can be placed in a deck at once. You have discovered an exploit to bypass this to some extent.

From now on, you can treat alternate versions of the same card as having a different name for the purposes of deck-building only, allowing you to use more copies than normal. This applies to any card game with a deck-building element. For this version of the card game, an "alternate version" merely means the same card with an alternate artwork. Beyond this particular game, alternate versions will also include cards that are normally considered to be the same card for the purposes of deckbuilding, such as "Harpie Lady" and "Cyber Harpie" in the Yu-Gi-Oh! TCG. The use of this perk is always considered legal for card games, as well as socially acceptable.

Of course, even with this perk there are limits. Across all versions of the same card you use, you can only use a total of up to double the normally allowed maximum. Banlists still apply; if a card is banned it remains banned, and if it is limited that limit is considered the normally allowed maximum. This perk also does nothing to account for other deckbuilding rules, such as a limit of total cards in a deck, or any "deck capacity/cost" systems a card game uses.

[200cp] Sol Pseudonym

Feel like taking on a new identity?

From now on, making a minor change to your appearance, such as a change to your hair style, and then going by a different name (even if you had yet to actually tell others your new name), will be enough for others to no longer recognise you, thinking you are "familiar-looking" at best.

This protection is not absolute; while it might prevent others from identifying you as your previous identity via your voice, a confession from you or other strong evidence will allow others to put the pieces together. Changing your identity in front of someone will prevent this perk influencing their perception, and repeatedly changing identities in such a way will result in this perk having a diminishing effect.

[200cp] Home Field Advantage

On purchase, choose one of the following terrain types: Mountain, Meadow, Forest, Sea, Wastleland, or Darkness.

From now on, when you start a card game, you can choose for your chosen terrain to be immediately applied. You do not need a card to do this. As no card is played, it cannot be removed by effects that remove fields by removing their card, but it can be overridden by playing another Field Spell or equivalent. Depending on the card game, the specific effects of the terrain may vary in order to fit within the rules, but they will generally increase or decrease the battle power of certain kinds of creatures. You will be able to use this effect even in games that don't utilise a field mechanic, though it will be functionally useless in games that don't use monsters at all.

Additionally, when playing games that *do* use Field Spell cards (or equivalent), you can choose to start a game with a single Field Spell card from your deck already in play. This functions as if it had been played normally, and is done in place of applying your chosen terrain.

In either case, this effect can only be applied at the start of a game, and cannot be re-applied if the field or terrain is removed. The use of this perk is always considered legal and socially acceptable.

[200cp/400cp] Life Hacks

Typically, a duelist begins at 8000 Life Point. But, like many of the duelists here, you have become able to adjust that starting amount.

From now on, when starting a game that uses "life" or "health" of the player as a primary mechanic, you can choose to start with a higher amount. At the 200cp tier, this can be up to 2.5x the starting amount, rounded down (here, this would be an impressive 20000 Life Points). At the 400cp, this can be up to 7.5x the starting amount, rounded down (here, this would be a whopping 60000 Life Points). At either tier, you can instead choose to start at lower amounts than usual, so long as you are still able to play – maybe you feel like challenging yourself?

These decisions will always be considered legal and socially acceptable.

[400cp] New Best Friend

At the start of each jump, you can choose one person. You are now considered that person's best friend, and to have been around for major events in their past.

This perk does not remove or replace this person's other friends; generally, you can expect to be a welcome part of that person's friend group. It also does not impact the major events you were involved with in any meaningful way.

If you are taking a background in a setting, you can choose for these events to have actually happened – this won't result in you gaining anything extra. Otherwise, this will simply be a setting wide retcon of people's memories. You will always be aware of how things have changed via this perk, and if memories are being altered you can optionally choose to exclude some individuals from this effect.

Importantly, this perk will not prevent your new friend(s) from souring on you due to your actions. If you have already taken actions that would upset them (whether directly or as a part of your background in a setting), then your relationship may be strained or worse.

Post-chain, you may apply this effect once every ten years, but can only change memories and not actual events.

[400cp] Change of Heart

Just because you don't have a Millenium Item doesn't mean you can't be the hero of this story.

Whenever you defeat an opponent, be it in a duel or some other contest, you are now able to purge them of any mind controlling influences they are under, as well as any evil or dark alter egos that have emerged from their psyche. You have complete control of what you are removing, allowing you to pick and choose what you would like to keep in place.

Unfortunately, this perk does nothing to prevent a person from falling back under mind control if they are targeted by such effects again. It can also do nothing about people whose true nature or personality is evil.

[400cp] Millenium Item Radar

Perhaps as a result of your bloodline, you are strongly attuned with the Millenium Items.

You now have a good deal of knowledge about the Millenium Items, including the ritual to use them to revive the God cards. More importantly, you are able to sense the location of the Millenium Items. This is a very accurate sense, that will cover the entire planet, and pinpoint locations to as precise as 'on this ship, at this pier, at this city'. You can only attempt to locate one item at a time, and the process requires a strong concentration.

In each future jump you visit, you can choose to be similarly attuned to another set of items. This will not grant you additional knowledge, but does allow you to sense the location of these items. In order to qualify, the items must be an intentional set (i.e. you can't just pick a bunch of different items that you like), must be magical or mystical in nature, must be both native to and currently existing in the local setting, and cannot be a significantly larger set than the Millenium Items (consider twelve

distinct items to be about the upper limit of this). Post-chain, you receive this same opportunity every ten years, but items don't have to be native to your current world.

[400cp] Invitation Ingenuity

You have a comprehensive understanding of the Solid Vision technology utilised by Duel Disks and similar devices.

With the appropriate materials, not only can you create such devices yourself, but you can also produce "video cards" that interface with these kinds of devices in order to project a pre-recorded hologram message.

Such knowledge could lead to large amounts of money, or simply allow you to send out special invitations, depending on how you use it.

[600cp] Duelist Level Up!

When it comes to Duel Monsters, you have a frankly ridiculous amount of untapped potential.

From now on, the mere act of winning a duel will on its own result in some improvement in your dueling skill. This is in addition to any development you would otherwise make through playing the game. The more powerful the duelist you defeat, the greater the reward this perk provides. Of course, such wins must be legitimate; you couldn't simply have someone start and surrender duels to you in order to force this effect to trigger, for example.

At his peak, the player character was able to defeat a version of Yami Yugi using a very strong deck, who benefitted from having a terrain advantage and an absurd 60000 Life Points – an extremely impressive feat! While reaching such a level will require winning an immense amount of duels, it is definitely possible for you to achieve.

The effects of this perk apply to any other formats of Duel Monsters/Yu-Gi-Oh!, as well as to other kinds of card games, though in the case of the latter it is to a lesser degree. While there are some uniform aspects of skill that bleed across card games, you'll typically have to win at a specific card game in order to get the benefits of this perk for that game.

[600cp] Pure Spirit

It was thanks to the pure spirit of the player character that Reshef the Dark Being was ultimately sealed away. If you are looking to replicate this feat, you may require this perk.

From now on, powers or techniques that work by targeting a weakness of your "spirit" (or character) will automatically fail, unless you would want them to succeed; in other words, Reshef can have no hold over you that you do not allow. Fear of losing a duel (and whatever consequences come with it) will never prevent you from enjoying a duel – this will not cause you to seek out danger, but at least you can have some fun when dueling with the fate of the world at stake.

Finally, you can always choose to count as pure of heart or spirit for the purposes of any magical or supernatural effects where such a thing would matter.

[600cp] Sage

Like Paradox, you have command of various magical abilities.

First, you are able to teleport great distances, allowing you to easily cross oceans under your own power.

Next, you are able to dispel magical barriers, such as the one that will be created over Pegasus's Island, should events unfold as usual.

Finally, and perhaps most interestingly, you are able to create magical "labyrinths" where a person will find themselves looping back to their initial position if they move too far away. Those that enter will always be able to retreat out of it by heading back where they came from. You can only maintain one such area at a time, and in order to do so you must either remain within it, or delegate one or more willing allies to do so for you; should you or those allies be defeated (whether in battle or some kind of contest, like a duel), the magic will dissipate, returning the area to normal.

-Items-

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

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

[Free] Starter Deck

This is a very weak deck, on par with the one owned by the player at the start of The Sacred Cards. Don't expect to defeat notable duelists without some upgrades. On the plus side, if you took the *Deck Capacity* drawback, you can be assured that these initial cards fall within your Deck Capacity, so at least you'll have something you can use. Note that these cards are intended for the specific format of the game played in this version of the setting, and may not be compatible with other formats.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

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

[Free] Duel Disk

A standard issue Duel Disk. This arm-mounted device allows you to duel with holograms just about anywhere.

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

[Free] Locator Card

A clear card that is required to participate in the Battle City tournament. Collecting six will direct you to the location of the finals.

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.

[50cp] Yu-Gi-Oh! The Sacred Cards & Reshef of Destruction Game Bundle

Want to play more of this particular format of Yu-Gi-Oh!, or get a heads-up on upcoming events? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Game Link Cable.
- A copy of Yu-Gi-Oh! The Sacred Cards and Yu-Gi-Oh! Reshef of Destruction.
- A choice of one of the following sets of three promotional Yu-Gi-Oh! TCG cards: “Perfectly Ultimate Great Moth, Riryoku, Negate Attack”, “Exchange, Graceful Dice, Skull Dice”, “Red-Eyes Black Metal Dragon, Harpie’s Pet Dragon, Metalmorph”, or “Viper Des, Dragon Master Knight, Spell Shattering Arrow”. These are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.
- A choice of one of the following sets of three promotional cards: “Dark Magician Knight, Knight’s Title, Sage’s Stone”, “Perfectly Ultimate Great Moth, Riryoku, Negate Attack”, or “Knight’s Title, Sage’s Stone, Satellite Cannon”. As above, these are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.

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

[50cp] Yu-Gi-Oh! Early Days Collection Switch Game Bundle

Do you prefer a more modern port? This bundle contains:

- A 2025-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Yu-Gi-Oh! Early Days Collection.
- A lifetime membership to Nintendo Switch Online + Expansion Pack.
- A copy of both “Harpie’s Feather Duster” promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan’s special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Yu-Gi-Oh! Early Days Collection PC Game Bundle

More of a PC gamer, Jumper? This bundle contains:

- A high-end gaming PC, by the standards of 2025, with Yu-Gi-Oh! Early Days Collection pre-installed.
- A copy of both "Harpie's Feather Duster" promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for Yu-Gi-Oh! Early Days Collection will be backed up on Jump-chan's special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet connection, even ones where it wouldn't normally make sense. Who exactly are you playing with, anyway?

[50cp] Trading Card Collection

A set of Yu-Gi-Oh! TCG cards. It contains a TCG counterpart to every card that appears within Yu-Gi-Oh! The Sacred Cards or Yu-Gi-Oh! Reshef of Destruction. This does include the God Cards, but only the "unplayable" versions of them. Naturally, it does not include cards that do not exist in the TCG, such as certain Ritual Spells.

Note that these are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology. This makes them functionally useless for the duels that take place in this world. Perhaps they are best used as a memento of your time here?

To store your cards, you also receive a Yu-Gi-Oh! The Sacred Cards/Reshef of Destruction branded card album. 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 cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If a loose card or cards were lost or destroyed, you may have the replacement instead appear inside the album at this time.

[50cp] Enter Password

Want to power up your deck with just one or two new cards, rather than a full deck purchase? Then, consider this option.

Each purchase of this option grants you three copies of any card appearing in Yu-Gi-Oh! The Sacred Cards or Yu-Gi-Oh! Reshef of Destruction, other than the Egyptian Gods. These are cards designed for use under the format present in this version of the setting, and are compatible with Duel Disks.

Post-jump, you also receive a TCG counterpart to every card that you received from this item, should a card have one. These are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

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

[100cp] Spirit Card

Each purchase of this item allows you to designate one card you own as your Spirit Card. You do not have to designate which card this is right away, allowing you to wait until you find a card that suits you best.

While someone looks at this card, they will be reminded of the bond they have with you. Should someone (including you) possess this card when defeating a Chevalier that has been made into a copy of you, that Chevalier will vanish. The card does not need to be in the deck for this to occur.

For the above reasons, you may find it prudent to give or lend this card to another. Should you choose to do either, you can be assured that your card automatically returns to you at the end of the jump. Post-chain, this occurs after ten years, but you can choose to delay this effect for as long as you like after that point.

Due to the nature of this item, you cannot import into it. You are simply choosing an existing card to apply these properties to.

[100cp] Duel Monsters Costume

This costume is modelled after a Duel Monster of your choice (even one not present in The Sacred Cards/Reshef of Destruction). Humanoid Duel Monsters, like Kaibaman, are suitable for a single person to wear, and can easily be worn just about anywhere. Meanwhile, larger or more monstrous Duel Monsters, like F.G.D., will require multiple people to operate.

Your costume is self-cleaning and self-repairing, but offers no other special advantage. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Robot Monkey

This is a highly advanced toy, a robot which resembles a monkey. It is programmed to understand human speech. It also seems to remind you of Tristan, though unlike him it is a surprisingly competent duelist.

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

[200cp] Advanced Deck

Do you feel the pathway to a completed deck is too much of a chore? Then, you may appreciate this option.

Each purchase of this item grants you any 40 cards that appear in Yu-Gi-Oh! The Sacred Cards or Reshef of Destruction, other than the Egyptian God cards. You may choose the same card multiple times, even more than three, though this would mean the cards you collect from this item won't be a legal deck without adjustments.

These are cards designed for use under the format present in this version of the setting, and are compatible with Duel Disks.

Post-jump, you also receive a TCG counterpart to every card that you received from this item, should a card have one. These are ordinary trading cards intended for the real-world trading card game, not this format of the game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

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

[200cp] Duel Express

In each setting where train travel (or a close equivalent) exists, any time you would like to take the train you will find an alternate train available: the Duel Express. Somehow, this will not interfere with existing train traffic or schedules.

This train can only be boarded by duelists, and all passengers are expected to take any duels they are challenged to. Sometimes you will be expected to defeat an opponent before you are even allowed on the train. You do not have to make other payments to ride the train. In most settings, the card game played by its passengers will be some form of Yu-Gi-Oh!/Duel Monsters, though in settings where a card game dominates the setting to a similar degree that Duel Monsters does this one, that game will be played instead. For the purchaser of this item only, legitimate wins they have in the chosen card game will cause the train to arrive earlier than expected. As a special consideration, this also applies to the Duel Express canonically present in this setting.

The Duel Express will be considered a new addition by the general public when you arrive in a setting, but it will not be considered strange. Even in settings without card games, the train manages to maintain a small rotating cast of passengers who can duel, and the staff can duel as well. These people never seem to be found in the setting at large, only on or near the Duel Express.

Due to the nature of this item, you cannot import into it.

[200cp] Helicopter

Would you prefer to travel by air? This standard helicopter will get the job done. Should events unfold as they typically would, you may well owe your life to a vehicle like this.

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.

[200cp/400cp] Import Deck

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

Do you already have some cards you would like to make use of? Then you'll want to use this option.

The base level of this item allows you to choose up to 40 cards to import. 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). If there is no way for a card's rules to be changed to fit the format of the game employed in this setting, it cannot be imported.

Each imported card is adjusted in order to fit the format employed in this world – this can result in rule changes, and in some cases changing a card's type; for example, a Blue-Eyes Ultimate Dragon will go from a Fusion monster to a Ritual monster when imported. In such a case where an imported card becomes a Ritual Monster, a Ritual Spell card will be created for it.

While you may choose to import 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.

Imported cards can be freely changed between their pre-import and post-import appearances, meaning you can still use them in more traditional Duel Monsters formats. While this option can grant you a very powerful deck, adjustments to this new format may make your deck a fair bit weaker than it would be in its usual format, or at least play quite differently.

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

Should any of these cards be lost or destroyed (including new Ritual Spell cards created for you), a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

[Free/400cp] Plot Airways

This item is Free for the duration of the jump. If you want to take it with you, you must pay 400cp (this can be discounted).

If you want to follow in the footsteps of the player character, you will need a way to travel around the world. Well, here it is!

The nature of this item will vary by setting. It provides you with free transportation to reach the areas of focus in a given setting, the scale of which matches the scale of the setting. It will also provide transport that is much quicker than normal, without being uncomfortable or getting in the way of other existing transports.

In this world, it takes the form of free air travel by plane that will always be there waiting for you, and allow you to travel around the world with trips measured in minutes rather than hours.

There are a number of restrictions on this transport. First, it will never be able to take you to places that would otherwise be properly guarded to ward off intruders, be it a magical barrier or simply sufficient bodies preventing approach. Second, it cannot be used whilst you are in imminent danger (it can't help you escape a collapsing building, for example). Third, the speed of the transport will slow to more appropriate levels if you are being actively pursued or if someone is racing you to your destination.

Due to the nature of this item, you cannot import into it.

[400cp] God Card

Wow, you have gotten your hands on a God card! Each purchase of this item grants you one such card, which may be one of the three Egyptian God cards found in this world, a copy of such a card, or an original God card of your own design (so long as it remains within the scope of power of the God cards present in this game.

While these cards may not have the full effects of their anime counterparts, they are nonetheless extremely powerful. As they ignore all special effects except ones that reduce their power or temporarily restrict them, and since they have incredible power to start with, getting one of these cards onto the field will all but guarantee victory. Unlike their anime counterparts, these God cards do not possess the Divine-Beast type (as it is not present here). Interestingly, each card is considered to always have a Deck Cost of 0, for the purposes of systems that limit or measure the power of your deck – allowing you to easily slot them in.

Should you choose to acquire The Winged Dragon of Ra, you can freely switch the card between Sphere Mode, Battle Mode, and Phoenix Mode anytime outside of a duel.

These are cards designed for use under the format present in this version of the setting, and are compatible with Duel Disks. They also have certain out-of-duel powers, such as the ability to render someone who uses them without approval unconscious with a lightning strike, and to either revive or fully seal away Reshef the Dark Being when gathered as a group of three.

Post-jump, you also receive a TCG counterpart to every card that you received from this item. These are the tournament legal versions of the Gods; in the case of Ra you will also receive The Winged Dragon of Ra - Immortal Phoenix and The Winged Dragon of Ra - Sphere Mode. In the case of an original God card, you will receive a custom card that is appropriately balanced and will be considered tournament legal for the real-world TCG (i.e. not "Duel Monsters"). As these are ordinary trading cards intended for the real-world trading card game, not this format of the game, they are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

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

[400cp] Card Shop

This small store is located either close to your starting location or attached to your Warehouse by a special gateway.

This store will always maintain a healthy stock of product for every card game you have encountered in the past, including prior to this jump and going forward. However, you must pay for these cards; attempts to steal them will fail. If placed out in the world, you can choose for the store to sell to others besides yourself, and if you do you receive a portion of the profits. This decision can be changed at any time.

The store also sells singles. In order to buy singles, you must spend a special currency the store tracks for you called Domino; you can earn this currency each time you win a duel, and also by selling cards to the store. However, be warned: once you have sold a card, that particular card will be lost to you forever. It will not be resold, though the store might sell other copies of it if it would normally be doing so. You cannot sell cards that serve as alternate forms for, have a special connection with, or are otherwise considered to be, Jumper, a companion, or a follower. The store will also refuse to buy the last copy you own of any given card.

In order for the store to sell singles, you must win duels; each time you win, a new card from that card game is randomly added to the range of singles offered. Only cards present in the setting at that time will be added in this way, though once a card has been stocked you can always buy more copies of it. Want to get access to a card faster than that? You can use the Password Machine located in the store. Simply spend some Domino and enter the password. If the password is correct, that card will be added as a single (both for the form of Duel Monsters played here, and also the real-life Yu-Gi-Oh! TCG). Only passwords that work in the Yu-Gi-Oh! The Sacred Cards or Reshef of Destruction games work on this machine. Rumour has it that entering a certain password will provide you with the secret behind turning The Winged Dragon of Ra into its Phoenix Mode.

The store can provide you with cards backed by mystical forces and/or which are compatible with technology like Duel Disks, regardless of whether you are buying packs or singles, though particularly special cards such as the Egyptian Gods can never be acquired from this store. As you might expect, the more powerful or valuable a card is, the more Domino it is worth, both in terms of buying and selling.

For some reason, saw blades are set up strangely in the store's basement. You aren't planning on doing anything with those, are you?

In future worlds, you may choose for the store to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the store 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] Millennium Item

You have acquired a copy of a Millennium Item, a powerful magical artifact originating from ancient Egypt.

There are seven Millennium Items in total, each providing unique abilities. If you prefer, you may have a custom Millennium Item with its own powers, as long as it remains within the same scope as the original Millennium Items. In addition to its unique ability, your Millennium Item is also a source of great magical power. See the Notes section for more information.

The Millenium Items present here have some special abilities not demonstrated in other versions of the setting. After bonding with the item by using it for an extended period of time, a 'memory' of yours will form within the item – what this essentially means is that when another person comes into contact with the Millenium Item, you may appear before them in the form of a spirit for a very short period of time. When brought together, they can be used to revive Egyptian God cards that have lost their power and turned to stone. As a special consideration, your Millenium Item will be able to revive any cards obtained via the God Card option by itself. Post-jump, your Millenium Item will be able to revive any Egyptian Gods (or original Gods acquired via equivalent options) on its own without need for other Millenium Items.

Optionally, your Millenium Item may be inhabited by a spirit of your design. This spirit can possess the wearer of the item, though this can be overcome with sufficient willpower, and is quite skilled as a duelist. 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.

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

[600cp] Jumper Island

Your own island, will would serve as an effective base of operations for those villainous types out there.

The island features a dense forest, and a cable car system that provides convenient transport around the island, and also serve as an effective ambush point when defending the island from intruders.

At the centre of the island is a large castle, complete with luxurious accommodations, and a dungeon/underground cave system.

Perhaps most importantly, the entire island is warded by a magical barrier. This barrier has three purposes. The first two make it an impressive security feature, as the barrier prevents unwanted guests both from locating and from physically reaching the island. The third trait causes it to suck up negative energy expelled from those on the island, and direct it safely towards the castle. Should you have some purpose for this energy, this allows you to turn the presence of intruders into an asset. The magical barrier can be overcome by those with sufficient magical knowledge or power, but will gradually repair itself over time, requiring no additional maintenance on your part.

Accompanying this item is a small army of employees to maintain the various aspects of the island for you. These may either be human, or strange pickle-like creatures known as Chevaliers. In either case, 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.

[600cp] Hall of Eternity

A futuristic building, which is either located close to your starting location, or connected to your Warehouse by a special gateway.

Here, you can duel simulacrums of notable and powerful opponents. To start, you have access to: Sol Chevalsky, Seto Kaiba, Dark Joey, Yami Bakura, Yami Yugi, Yami Marik, Noah Kaiba, Shadi, and Paradox (Shimon Muran). Whenever you duel a notable or powerful opponent in any card game, a simulacrum of that opponent will be added to the hall, with it expanding internally as required. This applies retroactively to notable and powerful opponents faced during the chain but prior to this jump. Dueling an opponent in a different card game, or when they are using a wildly different deck will result in a new simulacrum appearing. Simulacrums only play card games they were unlocked through (the original ones are all for the format of Duel Monsters that appears in this version of the setting).

Of course, this isn't just about replaying past card games. No, the simulacrums encountered here are "souped-up" versions of these individuals, using significantly stronger decks, and employing "cheat" tactics like starting with their preferred terrain, and with drastically more Life Points than usual. For other card games, they have access to equivalent forms of unfair advantage. As a special consideration, simulacrums added have a "normal" version to duel, but these versions do not offer the rewards described below.

Speaking of rewards, they provide sufficient reason to subject yourself to these intense challenges. First, each time you defeat an opponent, you will be awarded a copy of a randomly chosen card from their deck. You can earn cards backed by mystical forces and/or which are compatible with technology like Duel Disks in this way, though particularly special cards such as the Egyptian Gods can never be acquired from this item. Second, if you have access to the *Card Shop* item, or another store which uses a duel-derived currency in a similar way, then you will find that you earn significantly more of that currency by beating these opponents than you would beating an opponent of equal difficulty outside. Third, using these opponents to hone your duel-related skills will result in significantly greater improvements than equally tough opponents outside would (this includes gains provided by *Duelist Level Up!,* if you have it).

In future worlds, you may choose for the store to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the store 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.

[1000cp] Tablet of the Dark Being

Sealed inside this large stone tablet is a powerful creature. On purchase, you can decide whether this is Reshef's tablet, or either contains a copy of Reshef the Dark Being or an original creature of your own design, with the same powers. Whatever your choice, this Dark Being is absolutely loyal to you, and will not act in ways you would not want.

At first, the creature is aware but cannot leave the tablet or draw upon their full power. Even in this state, it presents a danger. It is able to reach in the hearts of those nearby with weakness in their character or spirit, in order to manipulate their actions. As its power grows, your Dark Being will be

able to do this from further away, eventually being able to control people on the other side of the world. The control will also become more powerful and overt. Being defeated in a duel, or taking a similar loss, will break this control, but won't stop the Dark Being regaining control later.

That's not all it gains as it grows in power. At some point, the dark being becomes able to create strange creatures that resemble human-sized pickles, known as Chevaliers. The Chevaliers will act as the Dark Being wishes, and are capable of speaking and even dueling. Should a Chevalier lose or duel, or be defeated in an equivalent manner, it will vanish. As it grows more powerful, the Dark Being can use the negative energy of a particular individual it has fed on to transform a Chevalier into a dark doppelgänger, who speaks, acts, and looks like that person, but still serves the Dark Being. A normal loss will not cause it to vanish, however a loss taken with the winner possessing a "Spirit Card" (a card that represents the duelist spirit of a person) of the person it is replicating will cause it to vanish. Similar methods may also work.

As the Dark Being grows in power, it can cause various natural disasters to occur on the planet the tablet is located on. Eventually, it will be able to properly emerge from its tablet, presenting serious danger to the world. It took the likes of the three Egyptian Gods working as one to seal the revived Reshef, and that was after it had only just revived.

You may be wondering how your Dark Being grows in power? Well, it is capable of feeding off negative energy, such as that created by powerful duelists losing and fearing loss during a duel. You will also be able to fuel its rebirth by offering up powerful magical artifacts such as the Egyptian God cards or Millenium Items; this process drains the artifacts of their power, requiring them to be restored in some way before they can be used again. It may be possible for you to discover other means of reviving your Dark Being.

At the start of each jump, you Dark Being will be reset to its initial stage (including repairing its tablet if necessary); this means it will be able to power up again, but also allows you to regain it if was permanently dealt with, as well as the opportunity to choose whether you wish to unleash such a being on each new world you visit. Post-chain, you have the opportunity to force this "reset" every ten years – your Dark Being will never hold this choice against you.



-Companions-

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Yu-Gi-Oh! The Sacred Cards or Yu-Gi-Oh! Reshef of Destruction 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] Protagonist Details

Cannot be taken with Protagonist Replacement.

This toggle allows you to determine the name of the player character. To a limited degree, it also allows you to determine what kinds of cards he prefers to use; this cannot be used to make him notably stronger or weaker than usual.

[0cp] Protagonist Replacement

Cannot be taken with Protagonist Details.

This toggle allows you to take the role of the player character for yourself. Your starting location is overridden to his house in Domino City.

[+100cp] ***On the other hand…***

For some reason, people constantly undervalue and underappreciate your dueling ability. Any major tournament victories you have will be quickly forgotten about, and even if you completely demolish any opponent, it will be treated as a close-run thing.

Unfortunately, this drawback never applies in ways that would benefit you, such as causing an opponent to overlook your strategy.

[+100cp] Cursor Sweep

During your duels, at the start of both you and your opponent's turn, and each time either of you play a card, a strange box-like indicator will sweep over the field at extreme speed. Only you seem to notice this happening.

While this doesn't hamper your ability to play, it does tend to slightly slow down duels (even without your opponent realising), and it is likely to becoming quite annoying for you.

[+100cp] Marry Me!

How wonderful! It appears that you've found yourself a suitor, Jumper. Unfortunately, this person simply isn't to your tastes, and regardless of their efforts or how they change themselves, they will never become so during your time here. In fact, you'll find their presence very irritating.

This person won't take no for an answer, and has convinced themselves that if they can defeat you in a duel, you will agree to marry them. Even if you lose a duel and still refuse, they will think they just need to beat you again.

If you like, you may choose to take this person as a companion or follower when the jump comes to an end. Why you would want to is anybody's guess.

[+200cp] Deck Capacity

Thinking of steamrolling this setting with your ultra-powerful deck? Not with this drawback you won't be.

From now on, your deckbuilding is constrained by two factors, Deck Capacity and Duelist Level. Every card has an associated cost – you can't use cards with a higher cost than your Duelist Level, and you can't create a deck with a total cost exceeding your Deck Capacity. This is in addition to any other constraints you may have.

Your initial Deck Capacity and Duelist Level are very low. In order to improve them, you must defeat other duelists. Each time you win, your Deck Capacity improves, and as Deck Capacity improves, so will your Duelist Level. Defeating more powerful or important duelists results in a greater improvement of Deck Capacity.

[+200cp] Forced Ante

Whenever you duel, you must always wager your most valuable card, even if your opponent is offering nothing. Any cards lost in this way will be lost to you until the end of the jump; even if your friend won a card from you, they are not able to gift it back to you or wager it against you in another duel.

[+200cp] Leftover Life Points

During your time here, your Life Points will carry over between duels. Should your Life Points hit zero, they will reset back to 8000 at the start of the next duel. Unfortunately, your Life Points will be reset to 8000 if you ended a duel with more than that.

In order to recover your Life Points between duels, you must rest at a dwelling you own. This means you will either be taking regular breaks, and putting yourself behind schedule, or risking taking extra losses by maintaining Life Point damage you accumulate. In either case, this will make your time here that much harder.

If you possess the *Life Hacks* perk, or similar effect, you cannot benefit from it during this jump.

[+300cp] Mid-Game Reset

Sometime during your stay, you will lose all cards you have acquired, minus your Starter Deck. If you also took the *Deck Capacity* drawback, your Deck Capacity and Duelist Level will be reset to their starting values at this time.

Generally, this reset will occur between the events of The Sacred Cards and Reshef of Destruction, but this may change if you take the plot way off-course.

[+300cp] Item World Tour

Oops, it seems all of your important and powerful items, whether purchased here or brought in from a previous jump, have been scattered around the world. Fortunately, your cards are unaffected, and others won't attempt to steal or use these items.

While you can wait until the end of the jump to regain what you have lost, you can get items early if you are willing to be proactive. Simply find the item out in the world, defeat the mysterious stranger watching over it nearby in a duel, and you'll get that item back right away. Attempts to retrieve an item without first winning the duel will fail.

While an item is lost, it cannot provide any advantage to you, other than to alert you to its location. If an item is simply too big to be hidden on Earth, then it will have vanished entirely instead, and will

reappear in an appropriate location once you have defeated the corresponding mysterious duelist who is out in the world somewhere.

[+300cp] Jump Chevalsky

As a result of taking this drawback, Reshef has already wormed its way into your heart and gained control over you. You will do whatever it takes to bring about its complete revival, and prevent it from being sealed away. You are likely to do horrible things to achieve this, and even if you were not to, the very act of reviving Reshef puts the world in serious danger.

If you are defeated in a duel, Reshef's control over you will be broken, though it may be possible for it to gain control over you once again if you aren't careful. If you are sealed away alongside Reshef during this jump, you will fail your chain.

If you purchased *Tablet of the Dark Being*, you will not receive the item until the end of the jump, though you can still choose Reshef (even if it was killed or sealed away); you won't have to worry about it controlling you from that point.

-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.

On differences between standard Yu-Gi-Oh!/Duel Monsters duels and the duels here:

In general, the mechanics of this version of the game are greatly simplified. Various cards have been altered, in many cases to remove complicated effects from them. This means some cards (like Dark Elf) are much better, whilst others (like Cyber Stein) are much worse.

Each player starts with five cards in their hand, and cannot draw beyond a five-card maximum hand. Loss by deck out is still possible, but can be delayed but maintaining five cards in the hand. Unlike the TCG, each player's turn does not consist of "phases", allowing a player to move between attacking and playing cards as desired. In order to Tribute Summon, you first tribute monsters on your field as a separate action, which is tracked until the end of your turn. This enables strategies like tributing, then playing a board-wiping spell, and then summoning out your monster. A monster that has attacked cannot be tributed that turn. In addition to the Egyptian Gods, certain powerful monsters also require three tributes.

There is no Extra Deck in this version of the game, with existing Fusion Monsters being turned into other kinds of cards. Ritual Monsters can be tribute summoned directly. Ritual Spell cards are coloured blue; when used they summon a Ritual Monster from outside the deck, but instead of general costs these cards require specific components.

Spell cards do not persist on the field after use, even for those that typically would like Field Spells, "Equip" Spells, or Swords of Revealing Light. This means such effects cannot be removed by card destruction. Speaking of fields, in some cases duels start with specific fields in play (this is generally either based on the location of the duel or nature of the opponent).

Monster cards have Types (which reflect the TCG), and Summons (which replace Attributes, and are not to be confused with Summoning a monster). Monsters of a given Type may receive bonuses or penalties to their Attack and Defence Points depending on the kind of field in play. Types introduced in later series are obviously not present here. Neither is Divine-Beast; Obelisk is a Warrior, Slifer is a Dragon, and Ra is a Machine (except in Phoenix Mode, which is a Pyro Type). Each Summon is inferior to one other kind of Summon; when a Monster of a superior Summon does battle with an inferior Summon, the inferior Summon is always destroyed, and the controller of the superior Summon will never take battle damage. Under such logic, a simple Kuriboh can topple a Blue-Eyes White Dragon.

The Summon matchups work as follows: Pyro loses to Aqua, Aqua loses to Thunder, Thunder loses to Earth, Earth loses to Wind, Wind loses to Forest, Forest loses to Pyro, Shadow loses to Dreams, Dreams loses to Fiend, Fiend loses to Light, Light loses to Shadow. The Divine Summon is unique, as it is not inferior to any Summon. Plenty of cards besides the Gods can have this Summon.

On Card Errata:

Some cards changes rules text between The Sacred Cards and Reshef of Destruction. For the purposes of this jump, this is assumed to be some errata adopted across the setting.

Should you acquire such cards via purchases from this document, you are free to change the card between these versions anytime outside of duels. Even when you are dueling an opponent with the other version of a card's rules, your version will remain legal.

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.

Whether the special abilities to revive Gods and retain 'memories' are present in Millenium Items from other versions of this setting is left to you to determine. Fanwank responsibly.

When does this take place?

This setting is based on a combination of both the anime and manga versions of Yu-Gi-Oh!, taking elements from each. For example, both the Puppeteer of Doom and Mimic of Doom appear.

The Sacred Cards effectively replaces the Battle City arc, as it is an alternate telling of those events, shuffled around and altered to accommodate the player character, who is part of Yugi's friend group. The Virtual World arc is skipped, but references are made towards it. In Reshef of Destruction, Noah appears in the post-game Hall of Eternity, and the Big Five has minor appearances in the story.

Reshef of Destruction occurs sometime after the Battle City arc, presumably before the Waking the Dragons arc (if that occurs at all in this version of the setting).

So, what exactly happens here, anyway?

The Sacred Cards:

The player is a friend of Yugi's. The player, Yugi, and Joey meet up before heading out for the Battle City Tournament. Seto Kaiba explains the rules; each duelist has a locator card, and requires six in order to qualify for the finals. They can wager locator cards in duels. The tournament starts at 9am; the player attempts to challenge Weevil Underwood, Rex Raptor, Mako Tsunami, Bonz, Mai Valentine, and Yugi before this time but is refused as the tournament hasn't started yet.

The tournament begins. The player must defeat one of Bonz's allies in order to challenge him in the cemetery. The player defeats Bonz and earns his second locator card. He meets up with Joey at Grandpa's Shop, who also has two locator cards. After the player defeats Espa Roba's younger brothers, he is challenged by Espa Roba, and defeats him to earn his third locator card. The player finds Bonz, who tells him that a Ghoul has kicked him out of the cemetery. The player defeats Seeker in the cemetery, allowing Bonz to return there. The player defeats Rex Raptor to earn his fourth locator card.

In the park, the player can see a non-responsive Strings. He gives information on Yugi's location to an afro-haired duelist, and learns of Mai Valentine's location. Weevil is present at the park; after defeating his gang, Weevil allows the player to duel him – the player wins and earns his fifth locator card. After defeating Weevil two more times, he acknowledges his loss and tells the player that Kaiba set up the tournament in order to acquire some legendary cards, and that's why the Ghouls are here too. If the player goes to Grandpa's Shop, they can find the afro guy again, who has lost to Yugi. A guy near the Clock Tower Plaza will warn the player that a strange rumour is going around about the Card Shop, saying duelists who enter alone with a rare card never come back out.

When the player heads to the Card Shop, he finds Arkana in place of the normal shopkeeper. Arkana invites the player down into the basement, and forces them into a death game where the loser will be cut up by a sawblade. The player wins, and chooses to save Arkana. Marik takes control of Arkana to warn the player. "Namu" can be found in Grandpa's Shop.

Mai is near the arcade building; she will duel the player, but won't wager locator cards since she has five and wants to get her sixth from Joey. Joey is inside the building; after talking to the player, he realises he is falling behind and leaves to find some opponents.

At the bridge, the player sees Seto Kaiba defeat a duelist with his Blue-Eyes White Dragon. Kaiba recognises the player as Yugi's sidekick, and tells him to inform Yugi that he will duel him anytime, even before the finals. The player is challenged by Strings. After the player wins, Marik speaks through Strings to inform the player he is attempting to gather legendary cards, and warning the player to stay out of his way.

At the aquarium, the player watches Mako Tsunami defeat Joey with The Legendary Fisherman. After the player defeats the other duelists at the aquarium, Mako accepts his challenge. The player wins and earns his sixth locator card. Depending on the player's words, Mako either stays at the aquarium for more duels, or leaves to get stronger.

Back at Grandpa's shop, the player meets up with Yugi. Grandpa says Joey was here earlier, but was acting strangely and took Tea with him. A member of the Ghouls enters the shop and tells the pair they have Joey and Tea, demanding they hand over their decks and surrender the tournament. The player refuses, and the Ghouls say they will regret it as he leaves. Yugi and the player split up to look for Joey and Tea. Ghouls have appeared all over the city. After the player defeats Ghouls in an alleyway, the cemetery, the aquarium, the bridge, and the art museum, he finds them in the park. There, he see Bandit Keith, who has joined the Ghouls, defeat Weevil Underwood with Zera the Mant. Afterward, he duels the player. The player wins, and Bandit Keith leaves, telling him to inform Yugi that Pegasus is nothing compared to Marik.

The player heads back to Grandpa's shop. There, the player and Yugi meet Tristan and Mai. Mai says that all Duel Discs have a built-in transponder, so Kaiba should know where Joey is. At the KaibaCorp building, Roland tells the player that he can't reveal where Kaiba is, but that Mokuba would know. At the arcade building, the player and Yugi see Lumis and Umbra of the Ghouls kidnapping Mokuba.

They interfere, and duel the pair on the roof (these are two separate one on one duels, with the player choosing who he wants to duel). Both the player and Yugi win. Marik takes control of one of the Ghouls, and introduces himself to Yugi, explaining that he can brainwash others with his Millenium Rod. Mokuba tells Yugi and the player that his brother is at the art gallery. There, Kaiba agrees to check Joey's location, informing Yugi that he should be near the pier, and telling him to take care of the trash.

At the pier, the pair are ambushed by Bandit Keith and some Ghouls. Yugi takes care of the Ghouls while the player defeats Bandit Keith. Ahead, Tea and Joey are brainwashed. Yugi is forced to take part in a death duel with Joey where the loser will be pulled into the sea by an anchor. Yugi can't bring himself to harm Joey and loses, but the player dives into the water and rescues Yugi. The player duels and defeats Joey. Marik plans to have Joey die, but Yugi manages to talk sense into Joey and Tea, breaking the brainwashing.

Yugi and the player have their locator cards, but Joey still has five, so he heads out to get one. At the aquarium, the player sees Mai being bothered by Jean-Claude Magnum, who claims that she promised she will marry him if he can beat her in a duel. Seeing the player, she says she will marry him if he beats the player, but the player wins.

At the art museum, the player meets Ishizu Ishtar. She explains that Duel Monsters is based on ancient Egyptian wizardry. She duels him to test his worth. After he wins, she explains that her brother is Marik Ishtar, and he is after three special Egyptian God cards. She has one of the cards, and has the player duel Seto Kaiba, with the winner getting the card. The player wins, and Kaiba says he will win the finals without it. The player is given Obelisk the Tormentor.

With Joey obtaining his sixth locator card, the group heads to the stadium, where an airship awaits. The finalists are the player, Yugi, Joey, Kaiba, "Namu", and Mai. Bakura shows up as the seventh finalist. With a minute to go, a man claiming to be Marik Ishtar appears as the last finalist.

Via lottery, the first match is Yugi vs. Bakura. Bakura reveals himself to be Yami Bakura, and demands to duel Yugi for possession of the Millenium Puzzle. Yugi summons Slifer the Sky Dragon, another God Card, and defeats him. The second match is the player versus "Marik Ishtar". The player wins, but it is revealed that Namu is the real Marik, and this is Odion, his servant. The weather picks up, and he is struck by lightning; a result of him using a God Card (even if he didn't actually play it in the duel) without being worthy. This causes Marik's dark personality, Yami Marik, to reveal itself. The next duel is Yami Marik vs. Joey. Yami Marik wins with The Winged Dragon of Ra, the third God Card. As this was a Shadow Duel, Joey's soul is taken to the Shadow Realm, and he falls unconscious. The player's presence prevents Yami Marik from killing Odion. In the fourth match, Kaiba defeats Mai with the Blue-Eyes White Dragon.

The airship arrives at Kaiba Corp. Island, where the Duel Tower stands. In the semifinals, the player beats Yugi Muto, and is given Slifer the Sky Dragon. Kaiba's three Blue-Eyes are defeated by Marik's The Winged Dragon of Ra, and his soul is sent to the Shadow Realm. The player defeats Yami Marik, causing the evil in his heart to dissipate. He gains The Winged Dragon of Ra. Kaiba and Joey recover. The player returns the God Cards to Ishizu so that they can be sealed away. Ishizu and Odion thank the player for their help. Yugi and Joey say that even though the tournament is over, they can duel anytime.

Reshef of Destruction:

The player and Joey are preparing to take the Duel Express in order to participate in a new tournament, when Yugi comes in and tells them that the Millenium Puzzle has gone missing. The group goes looking for it, running into Tea and explaining the situation. Ishizu appears, asking for their help in saving the world from Reshef the Dark Being. She says that the Millenium Items have gone missing, and the God Cards have turned to stone, which she believes is a result of Reshef's resurrection. She thinks this was accomplished by someone performing a fusion ritual on the God Cards. She says the Gods require the Millenium Items, which have been scattered around the world, in order to regain their mystical energies so they can stop Reshef.

Ishizu suggests they start their search at the Egypt Exhibit. To get there, they must board the Duel Express, a train reserved for duelists. In order to board, the player and either Yugi or Joey must defeat the staff in a duel (the player chooses which one duels). As the group gets on board, they are followed by PankiK. He challenges the player on the train, but is defeated. The train arrives at its destination; PankiK says that they won't get the Millenium Items, and rushes ahead. At the Exhibit, the group finds that PankiK has been taken out by a Millenium Guardian, who duels the player in order to test their worthiness to carry the Millenium Necklace. After the player wins, he is given the Necklace, and he and Yugi experience of vision of Reshef the Dark Being destroying the world, with Yami Yugi seemingly responsible.

Leaving the exhibit, the group encounters Seto and Mokuba. Ishizu has asked Seto to gather the God Cards. He says he won't team up with a bunch of losers, and heads off. Back with Ishizu, she says more than one Millenium Item is needed to revive the Gods. She is about to reveal the next location when she is interrupted by the Puppeteer of Doom, who challenges the player to a duel. Afterwards, he gives the player a video card, and says this is a challenge from Sol Chevalsky, his master. Placing the video cars in the duel disc brings forth a hologram of Sol, who congratulates the group for defeating his underlings. He invites them to revive the Gods and bring them to his castle, calling it a game, and saying he can't vouch for what happens to the world if they do not. Ishizu tells the player the next Millenium Item can be found at Domino Pier, aboard a cruise ship.

On the ship, the group encounters Jean-Claude Magnum bothering Mai Valentine to marry him. She defeats him in a deal with her Harpie Lady Sisters, but he doesn't let up. Mai asks the player to duel Jean-Claude for her. After he wins, she suggests he check down in the cargo hold, and opens the way for him. There, they encounter a Millenium Guardian. The player defeats the guardian and earns the Millenium Key. Shadi appears before the group, saying that the Millenium Items carry memories of their previous bearers, which will be useful on their journey. Returning to Ishizu, she uses the power of two Millenium Items to revive Slifer the Sky Dragon. She claims that the card chooses Yugi, but he refuses, stating that it belongs to his other self. He suggests that it be given to the player. Ishizu tells them that the next Millenium Item is in catacombs in Italy.

In the catacombs, the group finds Bonz working as a tour guide. He seems to have useful information, but insists the player duel him. After the player wins, Bandit Keith arrives, along with Strings, Seeker, and Arkana. Bandit Keith has taken over the Ghouls, rechristening them the 'Neo Ghouls'. Bandit Keith and his group leave after revealing that they are also after the Millenium Items, so as to get the Gods and partake in the "game" of Sol. Once they are gone, Bonz directs Yugi's group to a hidden chamber, where the player defeats a Millenium Guardian and earns the Millenium Ring. The group briefly sees the spirit of Yami Bakura, who seems happy about the current state of things. Back with Ishizu, she says that Bandit Keith complicates matters, warning that Reshef the Dark Being exploits the weaknesses in the souls of duelists. She says the next item is in China, at the Great Wall.

In China, the group encounters Para and Dox (who are working for Sol) attempting to disguise themselves to hold the group up. After the player sees through their disguise, he defeats one of the brothers. The other brother catches up, and they intend to duel the player at once – however, Seto and Mokuba show up. The player chooses one of the brothers to duel with Kaiba beating the other with his Blue-Eyes White Dragon. After Seto leaves, Mokuba warns the group of the Neo Ghouls, and lets slip that Kaiba wanted to come here to warn them about it. The player goes on to beat a Millenium Guardian and earn the Millenium Eye. Touching it causes the memory of Sol Chevalsky to appear – Yugi realises that this must be Pegasus since he possessed the Eye, and the memory of Sol reveals that he was formerly Pegasus but adopted a new identity, congratulating them for their progress through his "game". Back with Ishizu, she uses the Millenium Items to revive Obelisk – however, Obelisk doesn't consider the player worthy at this time, and Obelisk is taken by Seto Kaiba. Tristan appears and tells Joey that Serenity wants to go see the Kaibaman Show, so the group takes a break to go and see it.

The group arrives to see the show. The Big Five are apologising to Mokuba – despite their past misdeeds, they are looking for a job, so Mokuba gives them a job in the show. The show starts, and the "Big Bad Five" take Serenity hostage as part of the act. The player defeats them in a duel, but they fuse into F.G.D. The crowd chants for Kaibaman and he (Roland in costume) appears, summoning Master of Dragon Soldier to defeat F.G.D.

Ishizu informs the group that the next Millenium Item can be found at a fossil site in Canada. There, the group finds Rex Raptor. After the player beats him in a duel, he points them to the back of a cave, where the player defeats a Millenium Guardian in order to earn the Millenium Rod. The group briefly sees the memory of Marik, who says that he is living a new life in Egypt, and might see them again in the future. Earthquakes start occurring infrequently, a sign that Reshef's power is growing.

Ishizu directs the group to the Galapagos Islands for the next Millenium Item. There, they encounter Mako Tsunami and Weevil Underwood. Further ahead, they find what seems to be Yami Yugi claiming the Millenium Scales. He asks them to hand over the other items, but is revealed to be the Mimic of Doom in disguise. The player defeats him and claims the Millenium Scales. Shadi briefly appears; he asks that they not only stop Reshef, but that they also save Pegasus – who is a victim of Reshef's dark powers. Back with Ishizu, she attempts to revive The Winged Dragon of Ra – unfortunately, she not only fails, but Slifer the Sky Dragon returns to stone. She recommends the group hone their duelling ability whilst she plans the next move.

Ishizu tells the group to go to Kaiba, as she believes his God card will have turned to stone as well, while she gathers the Millenium Puzzle. The group meet Kaiba at KaibaCorp., and Obelisk has indeed turned to stone, but Kaiba heads off on his own for answers. Neo Ghouls attack the city, kidnapping Ishizu. The group finds Seeker defeat Espa Roba's brothers with Exodia. The player duels and defeats Seeker as Espa Roba defeats his subordinate Neo Ghouls with Jinzo. Espa Roba tells the player Ishizu was kidnapped, and thinks she was taken to the Egypt Exhibit. He suggests they gather up duelists to overpower the Neo Ghouls controlling the station.

In Italy, the player rescues Bonz from a Neo Ghoul. In China, the player rescues Weevil from Lumis and Umbra, defeating one whilst Weevil defeats the other. In Canada, the player rescues Rex Raptor from a pair of Neo Ghouls, again defeating one whilst Rex defeats the other. In the Galapagos Islands, the player rescues Mako Tsunami from Strings. At the ship in Domino Pier, the player defeats Arkana whilst Mai fights off some Neo Ghouls. In each case, the duelist agrees to help drive away the Neo Ghouls from Domino City.

Seeker interrupts a Kaibaman show, defeating Kaibaman with Exodia. The Big Five defect to the Neo Ghouls, and Espa Roba shows up to duel them as the player duel Seeker. The villains are defeated and flee.

The player duels their way to the Egypt Exhibit, and is assisted by Kaiba holding off a large group of Neo Ghouls. At the exhibit, Bandit Keith holds Ishizu hostage, forcing the player to hand over the Millenium Items. He reveals that he allowed them to gather those items for this purpose, and that he has the Millenium Puzzle. He uses the Millenium Items to revive The Winged Dragon of Ra, and duels the player. During the course of the duel The Winged Dragon of Ra refuses to work with him, and the player's Slifer the Sky Dragon is revived. The Winged Dragon of Ra punishes Bandit Keith for using it, and strikes him with lightning. Yugi is briefly reunited with the spirit of the Millenium Puzzle, but suddenly Bandit Keith is controlled by Reshef; he struggles with Yugi for the Puzzle, causing it to be pulled into pieces, before collapsing again. One of the Paradox brothers appears and grabs many of the pieces, telling the group they must go to Sol Chevalsky's castle if they want them back. The player is given The Winged Dragon of Ra – Sphere Mode. Outside, Obelisk returns to normal, but the other brother kidnaps Mokuba and give Kaiba the same invitation. Ishizu tries to get Kaiba to work with the group, but he heads off for the castle on his own. A Millenium Guard appears, and informs the group that to find the location of the castle, they must seek out a man named Paradox (unrelated to the brothers or the later movie villain, and referred to as Shimon Muran in other games) in China.

In China, the group meets with Paradox, who tells them that while the God cards may defeat Reshef, Ra is presently in its Sphere Mode and not useful. Ishizu tells the group the only two people who are able to read the hieroglyphics to awaken it are Kaiba and Marik. The group heads to Egypt. After defeating Odion, the group meets Marik, who tests the player with a duel. After the player wins, he awakens Ra. He tells the group that Ra has a stronger form – its Phoenix Mode – but the present him does not know the secret to awakening it. Back in China, Paradox tests the player – first with a sequence of five duels, then a puzzle based on the level of cards, and then a direct duel with the player. Paradox explains that a magical barrier has been erected around Pegasus's Island, which he dispels.

(From this point, the player can enter a special password in the password machine in Grandpa's Shop, which provides the secrets of Ra's Phoenix Mode. Taking this information to Marik transform Ra into its Phoenix Mode.)

On the Island, the group are ambushed by strange creatures created by Reshef, known as the Chevaliers. After, they are challenged by PankiK and the Mimic of Doom – Joey duels one while the player duels the other. Although they lose, the villains refuse to give up, so Joey continues dueling them as Yugi and the player go on ahead. The pair head through the dungeon, defeating Chevaliers to get through. They are stopped by the Paradox brothers, with the player choosing which to duel as Yugi duels the other. The pair win, with Yugi using the Dark Magician; however, the brother also refuse to give up, and Yugi duels them both at once so the player can move ahead.

Ahead, Paradox appears. He warns the player that a labyrinth is upcoming, and that the player needs to collect "Spirit Cards" from various duelists in order to proceed through it. This requires the player to go back and duel various duelists in order to earn a card from them that represents them as a duelist. Bonz gives him Pumpking the King of Ghosts, Rex gives him Two-Headed King Rex, Mako gives him The Legendary Fisherman, Weevil give him Insect Queen, Mai gives him Harpie Lady, and Espa Roba gives him Jinzo.

In the castle, the player encounters Chevaliers that have been transformed into the aforementioned duelists, and the player cannot progress until all of them have been defeated while he possesses that duelist's Spirit Card (it doesn't have to be in his deck). If the player takes a detour, they can learn what happened to Pegasus from Shadi: after the events of Duelist Kingdom, Pegasus went looking through Egyptian Tombs. He found the stone tablet of Reshef and began to decipher it. He learned about Reshef, the danger it poses to the world, and that the God Cards can be used to seal it away for good. Unknown to Pegasus, it had begun to manipulate him, causing him to use the Gods to instead resurrect Reshef, which caused the Gods to become stone, and scattered the Millenium Items.

The player catches up to Kaiba. Kaiba wants to go ahead alone, but a mind controlled Mokuba appears. Kaiba doesn't wish to duel Mokuba, so the player steps and defeats him, breaking the mind control. In appreciation, Kiaba agrees to duel the player for ownership of Obelisk the Tormentor, which the player wins.

The player confronts Sol, who is using the negative energy of defeated duelists to revive Reshef. The player defeats Sol, but Reshef uses the negative energy from the duel to revive. Pegasus snaps out of the mind control. Yugi, Joey, and Kaiba arrive, and the Millenium Puzzle recombines. Yami Yugi, Joey, and Kaiba attack Reshef with their monsters to weaken it, and then the player defeats Reshef in a duel. Reshef starts taking control of Pegasus once more, so he asks the player to seal him away too, to ensure Reshef is defeated. The player does so with the Egyptian God cards. The castle starts to collapse, but Mokuba rescues the group with a helicopter. Once again, the player returns the Gods to Ishizu so they can be sealed away.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) **Hall of Eternity** now specifies it applies retroactively to notable and powerful opponents faced during the chain but prior to this jump.