

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

In this Cyber World, you play Digimon Digital Card Battles. There are always many opponents to play with. Do you want to learn about the game? Then I'll quickly tell you about Digital Card Battle. This is a fun world where a Player gets to play with Digimon and other characters, using Digimon Battle Cards. Collect Cards through battles. Trade and Fuse them to create your own Decks. A Deck is a group of 30 Cards. You'll use this to Battle Opponents. Betamon in Beginner City will teach you the basics. You'll learn the rest as you go along.

-an explanation of the world received by the protagonist during registration

You arrive in this world just as the protagonist arrives in Beginner 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. You may also freely choose your gender.

Such things matter a lot less to Digimon than they do to humans.

-Species-

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

[Free] Human

An ordinary human. Many have travelled to this 'Digi-land' to play card games.

[Varies] Digimon

A Digimon, short for Digital Monster, is a kind of creature originating from the Digital World.

Digimon come in a wide variety of forms, and possess a wide variety of powers. These forms can be separated into "levels", with Digimon progressing through levels as they mature. Digimon of a higher level can typically be expected to prevail against those of a lower level, but this isn't always the case.

The cost of this species depends on which of these levels you wish to begin as. If you wish to begin as a Rookie level Digimon, the cost is Free. If you wish to begin as a Champion level Digimon, the cost is 200cp. If you wish to begin as an Ultimate level Digimon, the cost is 400cp. Finally, if you wish to be a Mega level Digimon, the cost is 800cp.

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



-Background-

You 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 may start in Beginner City for free.

If you are starting in any location other than Beginner City, you will receive the passcodes for that location, and any earlier city, allowing you to leave and return at your own discretion.

[1] Flame City

Located in the Mega Area. It appears as though it was built out of a volcano, with an enormous frying pan placed on top.

[2] Jungle City

Located in the Mega Area. As the name suggests, this city, which is built out of a giant tree stump, is found in a dense jungle.

[3] Igloo City

Brrr! This city, located in the Mega Area, is inside of a giant igloo. Try not to catch a cold!

[4] Junk City

Located in the Mega Area. The city is inside of a gigantic, yet trashed, toy robot.

[5] Dark City

Located in the Giga Area. This city is built inside of a large, skull-shaped rock. Creepy!

[6] Pyramid City

Located in the Giga Area. This city is split between two pyramids.

[7] Steep Road

Located in the Tera Area. This roads leads towards Wiseman Tower, though a Card Tamer must win at the Battle Arena here before they can proceed.

[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] How to Play

This perk ensures that you actually know how to play the card game that dominates this Digital World, granting you a complete understanding of its rules.

This perk does not grant knowledge of specific cards, just card types, meaning you may still be surprised by or unprepared for the decks of your opponents.

[100cp] Deck Data

A curious skill, for the curious person.

With it, you can analyse the deck a person is intending to use. It will provide you with a brief summary of it, including themes, overall strategies, and its name if it possesses one. This is not limited to the card game that dominate this setting; it can be used for any kind of card game that allows a player to construct their own deck.

If a person has no deck on-hand, or that they are intending to use in the near future, then this skill will fail to activate.

[100cp] Genre Mode Change

Perhaps you've come from a Digital World that is more overtly violent, and need some help adjusting? This perk will help with just that.

From now on, you'll never have trouble adjusting to peacetime, and won't be overwhelmed when travelling to worlds or settings with drastically different tones to what you are used to.

[100cp] Card Compatible

Digimon come in many shapes and sizes, and yet all of them in this world are fans of card games. But how does a Whamon play cards? Perhaps it has this perk.

From now on, you'll find that you are somehow able to handle and use cards, regardless of your form – even if you lack hands altogether! Additionally, you will never accidentally damage cards with aspects of your form, or with any of your powers – a boon that is sure to be appreciated by any Meramon.

[100cp] ***I'm not even a Digimon.***

You've learned a special trick, that allows you to alter your form.

On purchase, choose an official Digimon species no larger than a stadium. This perk will allow you to take on the physical form of that Digimon at your discretion. However, you do not receive any of the abilities or power of that Digimon, including the ability to fly or swim. You can toggle this transformation on and off as you please.

This power is best used as a disguise, or possibly a bluff.

[200cp] Polygon Battle

A strange skill, which will be valued by anyone looking to make their card games more immersive.

When active, during your card games that involve 'battles' between different units, 3D projections of these units will appear. These units will conduct a short battle in a manner that represents what occurred in the card game, and then disappear.

The holograms created by this power are not capable of inflicting damage on the world around them. The size of the holograms varies based on the conditions of the game itself. If you are playing on a small table across from the other player, the holograms will likely be able to fit in the palm of a person's hand. Meanwhile, if you were set up in a large arena, the holograms battle will be large spectacles that can entertain the crowds in attendance.

You can toggle this perk on or off as you like; sometimes you might find these holograms too distracting, or needlessly drawing out your games.

[200cp] Deck Construction Expert

When it comes to trading card games, the wise know that just as much of the game takes place by yourself as it does actually playing against others.

You are an expert when it comes to the construction of trading card game decks. You are able to make the most of limited card pools, and can find and exploit useful synergies between cards. With knowledge of your opponent's decks, you will have an easy time organising your deck to counter or exploit theirs as much as possible. You also have an excellent grasp on how to best apply Digi-Parts to your Partner Cards, though this understanding does not extend outside of the game that dominates this setting specifically.

While this perk does not grant any talent in using your deck directly, the level of understanding one derives from personally constructing their deck is a definite advantage when it comes to using it.

[200cp] Prize Pack

From now on, whenever you win in a trading card game, you will receive a 'pack' of three cards as a reward.

These cards are not taken from your opponent; rather, they appear from seemingly nowhere. The cards you receive will always be from the same format of card game that you just won. For the game that dominates this setting, you will never receive Partner Cards or Digi-Eggs as a reward. For other card games, you will never be provided with a card that is exceedingly rare (only a handful exist in the world), or that contains some exceptional mystical force or great power outside the realm of the game itself.

[200cp] ???????

Sometimes, when giving information to others, you have to hold some things back. Unfortunately, this has the tendency of making most seem untrustworthy. You though, seem to have a lot of leeway in this regard.

From now on, when you are attempting to provide information to others, choosing to withholding your identity or outright stating that there is certain information you won't be disclosing won't draw the negative inferences that such behaviour typically does. This effect only applies when you are being genuine, and are not meaning to maliciously exploit other parties. Withholding information to protect yourself or the other party, or to minimise the risk that your information leak is exposed is acceptable behaviour supported by this perk.

[400cp] Battle Master

You are exceedingly skilled when it comes to card games, Jumper.

This raw skill allows you to pick up the complexities of new card games after even a short tutorial or explanation. Your skill and knowledge base of other card games won't hinder your ability to play new games either, allowing you to dive into new games quickly, and with great success.

The skill provided by this perk will also help you to manage the resources you have on hand, "read" your opponents and their upcoming actions, and gauge whether it is better to fully commit or to play it safe.

With such skill, you are sure to make waves in a world like this.

[400cp] Lucky

They say they luck is greater than skill, and in the realm of card games perhaps a better case could not be made that this is true.

Fortunately, you are quite gifted in this regard, benefiting from an unusual amount of good fortune. This is most prevalent when it comes to card games and related matters, whether that means drawing the cards you need during games, or pulling the cards you desire from packs. However, you'll also experience a lesser effect during your day-to-day activities.

[400cp] Evolution of a Wormmon

From now on, whenever you are in a temporary transformed state that enhances your capabilities in some way, you will also experience a boost in your talent for card games.

The level of boost you receive from this perk is larger from transformations that give greater enhancements to your capabilities. This is not one to one, and in fact you will experience diminishing returns as you draw from greater transformations. You can only receive a card game skill boost from a single transformation at a time.

[400cp] Card Fusion

You have learned a special power that is sure to be a boon in places like this.

In order to use this power, you must possess two cards that originate from the same card game. Using your power, you can fuse these two cards together, creating a new card from that card game. The resulting card will always be an official, "canon", card. Whilst some pairs produce obvious results, most of the time the results will appear to be semi-random to an outsider, though the same pair will always produce the same outcome. Fortunately, you will have an instinctive understanding of the resulting card before committing to the fusion, helping to prevent you from wasting your cards.

Rarely, you will experience a 'fusion mutation', where the result is not only outside your expectations, but is also not the standard result for that particular pair of cards. While the result might not always be what you want, fusion mutations typically produce higher value cards.

Partner Cards interact with this power differently to other kinds of cards. Instead of fusing it with another card, you can sacrifice another card from this Digimon card format in order to empower the Partner Card. This grants some XP to the Partner Card, and may occasionally provide you with a Digi-Part as well. You cannot fuse two Partner Cards together, or sacrifice one to empower the other.

Digi-Egg cards, especially rare cards (only a handful exist in the world), or cards that contain some exceptional mystical force or great power outside the realm of the game itself cannot be fused, even if they otherwise meet the appropriate criteria. You cannot produce Digi-Egg cards or cards that contain some exceptional mystical force or great power outside the realm of the game itself via this power, but rare cards may be possible if you can find the appropriate materials.

[600cp] ***And the battle here is a Card Game?***

An odd quirk of the world is that it revolves around Card Battles instead of typical battles. A quirk that you can now take with you.

Now, you can force others to play you in a card game of choice, in place of physical combat. Whilst losing will not injure a party, that party will be forced to retreat. Losing a card game in this way may be enough to break a person out of a mind-controlled state.

If your opponent does not know the rules of the card game you are requesting, they will automatically be granted an understanding of them, how the cards in their deck work, and a knowledge of cards in general equal to an average player. If your opponent lacks cards of their own, this perk will provide them with a deck to use. The more powerful the opponent relative to you, the more powerful a deck they will receive; if necessary, they may be granted original cards in order to provide them with appropriate levels of power. Cards provided by this perk can only be used for the game in which they are intended, and will disappear once that game comes to an end.

[600cp] Shuffle Free

A cheat skill. With it, you can "hack reality", allowing you to reorder the cards in your or another person's deck.

Whilst this will effectively allow you to draw what you wish, there are limits to how often you can rely on it. Moving specific cards around in the deck is easier than changing the entire deck's order, and changing your deck is easier than messing with your opponent's. You cannot add cards to or remove cards from a deck using this cheat.

When using this hack, "command windows" will appear nearby, which can be seen by anybody. This will make the use of your cheat obvious; despite this, the use of your cheat will be considered legal in organised play. Saying that, just because it is legal doesn't mean it will be looked kindly upon by others. Use at your own risk.

-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] Basic Deck

You'll need some cards if you actually want to play the game that dominates this setting, so here you go!

This is a very weak deck similar to one of the starter decks the protagonist will receive at the start of their adventure. Getting wins in Beginner City is definitely possible, but if you want to be a serious competitor upgrades are definitely needed.

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

[Free/100cp/200cp/400cp] Partner Card

This item cannot be discounted.

A special Digimon card only present in this version of the card game.

Each Partner Card represents a Rookie level Digimon of your choice, even Rookies that aren't present in Digimon Digital Card Battle. The card starts off relatively weak, but as it is used in a winning deck, the card gains XP, ranking up at certain thresholds. Each rank up will award the user with some 'Digi-Parts' – essentially "equipment" that attaches to Partner Cards to improve their capabilities. Every fifth rank up, the base capabilities of the Partner Card are directly improved. Should your find Digi-Egg Cards (or purchase them here), they can be used to Armor Digivolve the Partner Card during games at no cost.

The first Partner Card you receive is free. The second and third Partner Cards are 100cp each.

For an additional 200cp on top of this (400cp total), you receive three more Cards. Then, for each Digimon alt-form or partner Digimon you possess, you receive a Partner Card based on that form or partner at the Rookie level. If you obtain a new Digimon alt-form or partner Digimon in the future, you will also receive an appropriate Partner Card.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album item, you may have them appear in the card album instead when they are replaced. Replaced Partner Cards will retain any Digi-Parts that were applied to them when they were lost or destroyed.

[50cp] Digimon Digital Card Game Bundle

This bundle contains:

- A 2001-era television.
- A PlayStation, and all needed cables.
- 2 PlayStation controllers.
- A copy of Digimon World: Digital Card Battle (JP).
- A unique version of Digimon World: Digital Card Battle, which has been perfectly translated to a language of your choice.
- A copy of Digimon World: Digital Card Arena.
- A copy of Digimon Digital Card Battle.

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

[50cp] Card Album

A Digimon branded card album, perfect for storing the card collection you are likely to amass during your time here.

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 your card album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Cards stored in the album at this time will also be replaced.

[50cp] Deck Boxes

A trio of deck boxes, helpful for sorting and storing your active decks.

At will, you can teleport cards from one of these boxes to another. If you possess a card album or similar storage system, you can also teleport cards between one of these boxes and that storage system. Very handy when you wish to use some of the same cards across multiple decks, or when you don't want to dig through large collections to add one particular card to your deck.

There are some limitations to this teleporting function. First, you cannot teleport cards that you do not own, or have not at least been lent to you. Second, you cannot teleport cards whilst you are currently playing a card game. Third you cannot teleport cards after your opponent has verified your deck but before the game has begun (this effect expires if your opponent has no intention of playing you, or stalls excessively before playing). Finally, you cannot teleport cards whilst you are participating in tournaments or other organised competitions where it considered illegal to alter the contents of your deck in between games.

Cards stored inside your deck boxes will not degrade for as long as they remain inside. Should a deck box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Cards stored in the deck box at this time will also be replaced.

[50cp] Buy Singles!

Want to get a head start on your deckbuilding, but don't have the points or inclination to get a full deck? This is the option for you.

Each purchase of this item grants you four copies of any single card appearing in Digimon Digital Card Battle, excluding Digi-Eggs or Partner Cards.

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

[100cp] Passcodes

A complete set of city passcodes, allowing one to quickly move around Digi-land without winning any card games.

In future worlds, you will be provided with a large amount of passcodes or phrases that would allow you to enter areas that are still considered public spaces by the local population (assuming such areas exist).

[100cp] The Emperor's New Clothes

What's the point of being a villain if you can't look stylish while doing so?

This is a custom outfit in a design of your preference, though it does not offer more protection than an ordinary set of clothes. It is self-cleaning and self-repairing, ensuring you can wear it as often as you want. The outfit will automatically adjust to fit your current form – very helpful for those Digimon that Digivolve on the regular.

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

[200cp] Advanced Deck

Want a powerful deck right from the start?

Each purchase of this item will grant you any 30 cards appearing in Digimon Digital Card Battle, excluding Digi-Eggs or Partner Cards. You may take multiples of the same card, even more than four, though this would mean the cards you collect from this item won't be a legal deck right without adjustments

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

[200cp/400cp] Original Deck

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

Perhaps you are after something more tailored to you?

This is a 30 deck, built from entirely original cards. These cards are within the same scope of power found within Digimon Digital Card Battle. Provided this remains true, you can design these cards for yourself if you wish.

For an additional 200cp (undiscounted), you will receive additional cards at the end of your stay in a Digimon setting jump, which focus on important Digimon and events from your time in those jumps. This includes this jump. If you've already gone through some of these jumps, you will receive those cards on purchase of this item. As above, cards received in this manner are within the same scope of power found within Digimon Digital Card Battle.

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

[200cp/400cp] Import Deck

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

Do you already own some Digimon cards you'd like to make use of here? With this option, you can convert them into appropriate cards for the game that dominates this setting.

The base level of this item allows you to choose up to 30 cards to import. In order to be a valid choice for import, the original card must either be an "official" Digimon card (such as either of the TCGs), or a Digimon card that canonically appears in a Digimon setting (such as the collectible cards featured in Digimon World 1). The resulting conversion may radically change how the card is played, or even invent rules wholesale, in order to ensure the card can be played in this world's format. Converted cards never become Partner Cards or Digi-Eggs.

Imported cards can be freely changed between their pre-import and post-import appearances, meaning you can still use them as you did before.

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, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album item, you may have them appear in the card album instead when they are replaced.

[400cp] Card Collection

Want to skip right to the end of your card collecting journey?

This item provides you with four copies of every single card present in Digimon Digital Card Battle, excluding Digi-Eggs and Partner Cards. As you can imagine, this affords you a massive amount of freedom when it comes to deck building.

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

[400cp] Digi-Part Collection

This item provides a single copy of every Digi-Part present in Digimon Digital Card Battle.

But what are Digi-Parts, you may ask? Essentially, they are "equipment" that can be attached to Partner Cards, without making it heavier or marking it in a way that affects its ability to be drawn or

noticed in the deck. Whilst attached to a Partner Card, a Digi-Part provides a bonus to the capabilities of the card; this bonus varies depending on the Digi-Part used. A single card can only be equipped with a few Digi-Parts at a time, but they can safely be added or removed at any time it would be legal for you to adjust your deck.

Post-jump, the Digi-Parts you've acquired with this item become able to be attached to any kind of card used in games where a player has freedom to construct a deck prior to playing. The effect of the Digi-Parts may change in order to accommodate the rules of the card game in question. The use of Digi-Parts will always be considered legal within the rules of the game you are playing.

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

[600cp] Digi-Egg Collection

A set of cards, each representing one of the Digi-Eggs (otherwise known as Digimentals).

These cards are not placed in the deck; rather, you can use them from outside the deck when you have a Partner Card in play. This allows you to Armor Digivolve your Partner Card without cost. Each of your Digi-Eggs will be able to work on your Partner Cards, even if that Partner is canonically limited to certain Digi-Eggs, or no known Armor Digivolution exists for the Digimon in question.

Outside of the card game, you'll also find that your Digi-Egg cards can be used just as effectively as the real deal, allowing Rookie level Digimon (as well as Gatomon) to temporarily Armor Digivolve.

In cases where there is a canon result for using a specific Digi-Egg with a Digimon, the Armor Digivolution will always have that result. In cases where there is no canon result, you can choose an appropriately themed official Champion level Digimon, or an appropriately designed and balanced original Digimon to be the result. This decision is made for each Digi-Egg and Digimon species interaction, the first time you attempt to bring about that interaction. Once you have chosen a result, you have committed to it, and that particular pairing will always turn out the same way. These rules are applicable both in and out of the card game, and decisions made for one carry over to the other.

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

[600cp] Jumper City

This small city has been built inside of a large shape or structure, such as a pyramid, a giant stone skull, or even something completely original.

There are two points of interest for the city. The first is the Battle Café. The café will be supplied with appropriate ingredients, and staffed appropriately with Digimon. Bills associated with the café are covered for you. If the café is opened to the public, not only will you be able to earn profits, but the café will attract those who have an interest in card games, making it a good area to find opponents. You can toggle this effect on and off as you like.

The second is the Battle Arena. This large stadium is designed for card games. Although the players are positioned away from each other, helpful screens will allow players to check cards that they

should have knowledge of. The Arena has plenty of spectator seating; whilst you can charge for entry, you can also decide for the stadium to be 'auto-filled' with various Digimon, who will cheer on the games. When players use the arena to play card games, they can choose to temporarily gain the effects of the *Polygon Battle* perk, for the duration of those games only.

The Digimon provided by this item are followers. They are not especially powerful (even if they are higher level Digimon such as Champion or Ultimate level Digimon), and cannot leave the city.

The city is generally underpopulated, and has plenty of room to be changed to fit your needs. It retains any upgrades, and inactive companions may reside here, as long as they remain inside the city.

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 city 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. Each is provided 600cp, to spend on perks, items, and their species, 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, items, and their species. 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 Digimon Digital Card Battle, 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

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences.

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

[0cp] Card Battle vs. Card Arena

Using this toggle, you may decide whether the events of the previous, Japan-only, game are a part of this setting.

If you choose to include them, you may also choose to start earlier, in order to experience these events for yourself. Your starting location is up to you, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

See the Notes section for more information.

[0cp] Protagonist Replacement

With this toggle, you will take the role of the protagonist within this world. Your starting location is overridden to match where he would normally begin (this is Beginner City if you are not starting earlier via the Card Battle vs. Card Arena toggle).

[+100cp] ***We only have one character available. We hope you like him.***

Humans that take this drawback will have their appearance change to match Mameo's, including changing age and gender as necessary. Post-jump, this 'Mameo' form becomes an additional alt-form which they can switch to and from at will.

Digimon who take this drawback will be easily mistaken for other members of the same species.

Regardless of your species, this drawback also reduces you to an average appearance, and nullifies any appearance enhancing effects.

Imported and Created Companions may also take this drawback if they like, but receive no points for it.

[+100cp] Same Name?

For the duration of the jump, you are unable to trade or share your cards with others, nor can you sell your cards. You may still receive cards as gifts or prizes, but cannot be lent them by someone else.

Perhaps some kind of anti-cheating measure is in play?

[+100cp] Missing English Release

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

[+200cp] Unlucky

Put simply, you are quite unlucky.

This is especially prevalent when it comes to card game related activities, resulting in unfortunate draws or useless pulls from card packs. To a lesser degree, this bad luck will impact your general day to day life as well.

[+200cp] Pack Provider

Any time you lose a card game during your stay, you must provide your opponent with three cards, chosen at random. These cards will always be from the same card game that you just lost at. This drawback may force you to provide Digi-Eggs or Partner Cards, but will never leave you with insufficient cards to construct a legal deck.

Cards you have lost in this manner will be returned to you at the end of the jump, but cannot be given back to you prior to that.

[+200cp] *Leave me alone.*

Losing at card games is greatly disruptive to your mental state. A single loss will put you into a foul mood. Multiple successive losses, or multiple losses over a short time frame, will be harmful to your mental health, resulting in self-esteem issues, depression, and other harmful effects.

But, winning is all that matters, right?

[+300cp] Not In The Cards

This is a world revolving around card games, so all of those otherworldly powers you possess aren't all that necessary, are they? If you agree, you can take this drawback.

For the duration of the jump, you and your companions lose access to all out of jump perks and powers, outside of your Body Mod. Additionally, if you or your companions purchased a Digimon species, you are unable to perform any kind of special attacks that form would ordinarily provide you.

[+300cp] Egotist

You have a super inflated ego, perhaps matched only by A in this world.

Your immense ego will cause you to drastically overestimate yourself, will cause you to accept challenges from others on favourable terms from them. Often, you will give those you defeat multiple chances to face you, even allowing them to retreat and prepare between tries.

-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:

Post-Game: You choose to remain in this world. Your chain ends here.

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

On Digimon Forms:

You are not limited to Digimon that appear in Digimon Digital Card Game; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line. Use wikimon if you need help with this.

Digimon forms are considered equal at each level for your species choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be.

Is the protagonist from Digital Card Battle the same as Digimon World 1?

Debateable. The protagonist from Digital Card Battle uses the same model as “Mameo” from Digimon World 1, and the game is referred to as a Digimon World game in the Japanese title.

At the same time, he appears ignorant to Analogman, and has to have him explained by Rosemon. It is possible that this is simply a plot device to explain Analogman to the audience.

Feel free to judge it the way you want. I’ve used ‘Mameo’ in the plot summary, purely for convenience.

On Card Battle vs. Card Arena:

Digimon Digital Card Battle is actually the second Digimon card game, and is referred to as Digimon World: Digital Card Arena in Japan. The original game, known as Digimon World: Digital Card Battle, was never translated and released in the west.

Here is a short plot synopsis for Digimon World: Digital Card Battle, taken from Wikimon:

Similar to Digimon World, the plot is centered around the Player, who is called to File Island and given a Digivice by Babamon. The island is in trouble because a dangerous card known as the Bug Card was excavated from the Ancient Dino Region, which is able to cause bugs within the Digital World, from minor bugs to major errors. Soon after the excavation, Ancient Dino Region's Card Leader Brachimon contacted Babamon in order to keep the card safe, but before Babamon was able to reach Brachiomon, someone had stolen the Bug Card. As the Bug Card continues to go missing, its effects start to show slowly to Digimon around the island. Babamon is one such Digimon, now incapable of leaving the Village of Beginnings in its current form. This is the reason why the player is summoned to save the Digital World.

The player's goal is to meet the seven Card Leaders around File Island and take from them the "7s" cards, which are required to reach Infinity Mountain, where all the data of the Digital World is processed, as well as to find the one who stole the Bug Card and bring it to the mountain, in order to revert the damage it caused and to prevent it from causing any further damage.

What card game is this?

The card game present in Digimon Digital Card Battle is derived from the 1999 Digital Monster Card Game. There are quite a few deviations from the usual rules of this card game however, including the use of a Hit Points system, Partner cards, and Digi-Parts.

On Card Slash/Digi-Modify:

The cards present in this setting are derived from the same card game as the ones in the Tamers series. As such, it is possible (but not confirmed) that the cards present on this setting as compatible with the Card Slash/Digi-Modify function of the D-Ark. Fanwank responsibly.

On Adventure Continuity:

Whilst the cast of Adventure (particularly 02) appear in Digimon Digital Card Battle, they are very clearly alternate versions of their characters, which can be gathered by the Digimon Emperor storyline essentially being adapted to work in a card game video game.

Regardless, when using the Jumper History toggle, you are free to determine if these characters have memories of you if you have been to an Adventure jump before, or if they are separate instances without such memories.

So, what exactly happens here, anyway?

The protagonist (hereafter referred to as Mameo) completes registration and arrives in Beginner City. He meets a Betamon at the local Battle Café, who gives him some information on the world, and on the card game itself. In most cities, there is a Battle Arena, where one can test their skill. Winning in a tournament at a Battle Arena will reward you with a passcode to the next city. Mameo wins the tournament at the Beginner City Battle Arena, defeating Babamon, and claims a passcode to Flame City.

At Flame City, Mameo meets Davis, as well as a strange Rosemon, in separate encounters. Both warn him that strange things have been happening lately. Mameo wins the tournament at the Flame City Battle Arena, defeating Veemon, and claims a passcode to Jungle City. Davis provides a Digi-Egg for Mameo's Partner Card, allowing it to Armor Digivolve during games.

At Jungle City, Mameo meets Keely (Yolei). She explains that the Battle Arena has a strange vibe, and its former master, a Veedramon, has been ousted by some weird Digimon. Veedramon used to be really nice, but has since become mean and nasty. After beating Veedramon, Mameo finds that the current master of the Battle Arena is Ken's Wormmon. He beats him, but Wormmon refuses to hand over the passcode and flees.

At the Battle Café, Mameo meets with Veedramon. He explains that he was under the control of Wormmon; whilst he remained aware, he had no control over his own movements. This occurred when Wormmon arrived with some kid, and the kid looked into his eyes. Veedramon gives Mameo the passcode to Igloo City.

At Igloo City, Mameo meets Cody. He is told that all Battle Arenas are in danger, and that a Card Tamer known as the Digimon Emperor is behind it. Mameo also meets the strange Rosemon again, who suggests he get more experience and collect more cards. Mameo wins the tournament at the Igloo City Battle Arena, defeating Stingmon (formerly Wormmon). Garurumon is freed from Ken's control, and once again Stingmon flees without providing a passcode. Cody provides Mameo with a second Partner Card. Garurumon insists that Mameo defeat him again before handing out the passcode, as he wasn't in control. Mameo does so, and receives the passcode to Junk City.

At Junk City, KingSukamon orders Mameo to deal with the bad Digimon at the arena, and promises the passcode to the next city as a reward. Mameo battles through the arena, encountering Shadramon (Wormmon that has Armor Digivolved via the Digi-Egg of Courage). After losing, Shadramon flees yet again, promising to finish things at the Dark Arena. KingSukamon refuses to hand over the passcode, forcing Mameo to go through the Battle Arena once again. Mameo defeats KingSukamon, and receives a passcode to Dark City.

At the Dark City Battle Arena, Mameo is forced to battle through Wormmon and each of his Digivolutions, including Quetzalmon (Armor Digivolution via the Digi-Egg of Light) before he reaches the Digimon Emperor. Mameo defeats the Digimon Emperor (Ken). Afterwards, he talks to Wormmon at the Battle Café. Wormmon thanks Mameo, saying that Ken is changing his ways. Wormmon provides Mameo with the passcode to Pyramid City.

At Pyramid City, Mameo meets T.K., who informs Mameo about Wiseman Tower. Located three cities away, it has a notoriously tough Battle Arena. Mameo also encounters the strange Rosemon again. She tells Mameo that "he" may appear soon. "He" manipulates others in order to destroy the Digital World, and uses a Darkness Wave deck. She refuses to identify this person further, claiming that it would not be wise. She encourages Mameo to become stronger, claiming he is their only hope. Mameo wins the tournament at the Pyramid City Battle Arena, defeating Angemon, and claims a passcode to Sky City.

At Sky City, Mameo meets Gatomon. Her partner, Kari, is behaving strangely, likely due to being exposed to some kind of evil energy. Kari claims to see dark energy coming from a strange tower. Gatomon asks that Mameo check the cities ahead to see if something is wrong, but not before Mameos defeats her at the Battle Arena.

On Steep Road, Mameo meets Ken. Ken claims that he felt possessed before, but has changed his ways now. He offers Mameo another Partner Card. Despite being messed with by Megadramon and Gigadramon, Mameo manages to defeat both. He earns the passcode to Wiseman Tower.

At Wiseman Tower, Mameo meets MetalGreymon, who he previously met as an Agumon. MetalGreymon explains that this is the final city, and that Mameo needs to win here to prove himself ready for the threat to the world that lies ahead. Mameo conquers the Wiseman Tower Battle Arena, defeating MetalGreymon. Afterwards, MetalGreymon explains that recently a tower known as Infinity Tower appeared nearby, and has been releasing waves of evil energy. Whilst this is not an immediate problem, it will cause problems for Digi-land in the long-term. MetalGreymon asks Mameo to go to the tower and defeat any Card Tamers there. Mameo also encounters Rosemon, who explains that only Mameo can see her, and that she has come to this Digital World specifically to deal with "him". She asks Mameo to go to the tower as well – if "he" is involved, that's where he may appear.

At Infinity Tower, Mameo encounters increasingly strange behaving Digimon, defeating them. After defeating VenomMyotismon, Analogman (a villain from Digimon World 1) attempts to hack the

Digital World, with limited success. Mameo challenges him, and Analogman agrees to a card game, allowing him the opportunity to assemble a powerful deck. Mameo meets Rosemon, who explains that “A”, as she refers to Analogman, was the “he” she meant. A once tried to take over a different Digital World. Though he was defeated, his consciousness escaped to the Net and grew more powerful. Rosemon has been monitoring him and developing a countermeasure. The Card Battle system was designed by her, and contains a special defensive measure should A lose a card battle, a trap that would allow her to strip A of his power and access to the system. She warns Mameo that A’s deck has a special function known as Shuffle Free – a hack that allows A to cheat powerful cards to his hand quickly. Rosemon also reveals that she is not really Rosemon; rather, she is part of the security system, who took on that form to fool A.

Against the odds, Mameo is able to defeat A. A loses access to the system, and Rosemon moves him into her Domain. To prevent him from overpowering her, she removes herself from Digi-land, forcing the pair to be exiled deep in the Net.

Mameo encounters other “Adventure” cast members, such as Tai and Matt, and has card battles with them in a safe Digi-land.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Card Fusion**, fixed cut off explanation of fusion mutations. (ii) Added a new note: **On Digimon Forms**.

1.1
(i) Minor typo fixes.