

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Mark is crazy about Pokémon and Pokémon card collecting! One day, Mark heard a rumor: "The Legendary Pokémon Cards… the extremely rare and powerful cards held by Pokémon Trading Card Game's greatest players… the Grand Masters are searching for one to inherit the legend!" Dreaming of inheriting the Legendary Pokémon Cards, Mark visits the Pokémon card researcher, Dr. Mason…

You arrive in this world as Mark arrives at Dr. Mason's laboratory. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Choose one of the following two options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

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

[Free] Legendary Card

Requires a purchase of the Legendary Pokémon Cards item.

Ever wanted to be a trading card? Here's your chance!

Whilst in your card form, you are able to speak to those who hold you, and are capable of short-range teleportation (though may not use it whilst being used in a card game). Being destroyed will count as death for the purposes of chain failure.

Although your ability to act is greatly limited in this form, as a special consideration you cannot be damaged or destroyed by accident, and may apply your typical durability in order to protect yourself from deliberate acts.

See the *Legendary Pokémon Cards* item for more information.

-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.

[1] Mason Laboratory

The laboratory of Dr. Mason, a card researcher. He and his assistants are always willing to help a new player get started.

[2] Ishihara's House

The home of Ishihara, who claims to have the greatest Pokémon Trading Card collection of all. Ishihara is often willing to trade his cards, and will gladly let others read the books he has amassed on the Pokémon Trading Card Game.

[3] Grass Club

This club only accepts girls, though they aren't accepting anyone right now. Men are still welcome to challenge, though the Club Master Nikki is away at present.

[4] Fire Club

A club located close to a volcano. Club Master Ken is only willing to duel those who have a large collection of cards.

[5] Water Club

A large pool is present in the club, and club members often swim when they aren't duelling. Club Master Amy has grown bored due to a lack of serious competition. Maybe you could help?

[6] Challenge Hall

Tournaments offering rare cards as prizes are occasionally held here.

[7] Pokémon Dome

If one obtains all eight club medals, they can challenge the four Grand Masters here, in the hopes of inheriting the Legendary Pokémon Cards.

[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

To ensure you can play, you have been taught the rules of the Pokémon Trading Card Game. This does not provide any knowledge of any specific cards; you'll have to discover that on your own.

This perk also ensures you are able to shuffle cards and toss coins correctly, if you were unable to do so already.

[100cp] Card Safety

Protective sleeves? What are those?

From now on, you'll never accidentally damage your cards, even with any unusual forms or powers you might have picked up in your travel. Additionally, cards you are playing with manage to stay in perfect condition, not picking up any of the usual wear and tear.

This perk does not stop you from deliberately damaging cards.

[100cp] Side Hobby

You can't always be playing card games. For those times where you grow bored, or simply don't have any to play with, there's this perk.

On purchase, choose a non-card game related hobby that could be found on a mundane Earth, such as gardening, swimming, or singing. You receive a basic level of competence for that hobby, if you didn't have it already, as well as a small but noticeable boost in talent for that hobby on top of that.

You can purchase this perk multiple times, but must choose a different hobby each time. Discounts only apply to the first purchase.

[100cp] Card Pop!

You have picked up a strange ability, intended to bolster your card collection.

When you connect a device (such as a handheld video game console) with someone else's, you can choose to use this ability. This causes the pair of you to each gain a single trading card.

In most cases, the card you receive will be from the Pokémon Trading Card Game, but in settings where another card game dominates, you will receive a card from that game. Cards received are random, and may occasionally even be rare, but will never be truly unique or offer special powers beyond the norm; you won't be acquiring the Legendary Pokémon Cards in this way, for example.

You can only use this ability once per person; however, if another person also possess this perk, then you will be able to use it again with them after both of you have used it with fifteen others.

[100cp] Trading Card Tunes

Want some music to back up your card games?

You gain a mental library of all music featured in Pokémon Trading Card Game (Game Boy), as well as Pokémon Trading Card Game 2: The Invasion of Team GR!. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

[200cp] Card Researcher

You have a knack for deckbuilding, Jumper!

With such talent, you are able to identify synergies between different cards, and devise appropriate ratios for your cards. This includes being able to determine the optimal amount of Energy cards, as well as how they should be split if you are utilising multiple Energy types. This talent will translate to other kinds of trading card games as well.

[200cp] Intelligence: The Gathering

Don't know where to go? Try asking around!

You've become proficient at gathering information from the general public. You have a knack for finding the right person to ask about a given subject. Conveniently, this same knack will help you when looking for others to play the local card game(s) with.

Now get out there and start talking!

[200cp] Type Specialist

While it may seem strange for a card game, it is quite common in these parts for players to specialise with a specific type of Pokémon. With a perk like this, you have good reason to join them.

On purchase of this perk, choose one of the Energy types present in the Pokémon Trading Card Game, other than Colorless. This must be a type possessed by Pokémon cards, so Special Energy is also an invalid choice. It can be a type not present within the Game Boy games, though without a certain toggle such a choice is unlikely to benefit you.

From now on, when you use Pokémon cards of your chosen type, you perform noticeably better than usual. You notice superior plays more frequently, and are more likely to draw into the right kinds of Energy when you need it. This boost will carry over to other card games as well, so long as that game has an approximate equivalent of your chosen type.

You can purchase this perk multiple times, but must choose a different type each time. Discounts only apply to the first purchase.

[200cp] Prize Packs

Want to get your hands on a whole bunch of cards? This may be just what you need.

From now on, whenever you defeat someone in a trading card game, you automatically receive a couple of booster packs from that card game.

These booster packs will only ever be packs that are publicly available in the current setting. The particular packs you receive may be influenced by the deck your opponent is using.

Attempts to 'cheese' this perk (such as by having a false opponent immediately surrender or throw the game), will cause this perk to cease functioning for a few hours.

[400cp] Card Master

You have an immense level of talent at the Pokémon Trading Card Game. With such talent (and a suitable deck), you could even defeat Grand Masters. This talent will carry over to other trading card games as well.

In addition, cards that are alive in some way, or spirits which are attached to cards, are initially positively disposed towards you. Cards that can only be used by the "worthy" are more likely to judge you as such. This does not prevent you souring a relationship with them due to your actions.

You'd be a great candidate to inherit the Legendary Pokémon Cards.

[400cp] JRX

When it comes to criminal gangs, it pays to have a man on the inside. This perk will help you become that man.

From now on, you find it quite easy to integrate yourself into enemy organisations. So long as you aren't both known and considered an enemy by the organisation in question, infiltrating the group is as simple as dressing like one of them and walking right in. This will grant you general access, but if you are seen accessing things reserved for elite members or leadership, or if you start acting in a generally hostile way, you can expect your welcome to disappear very quickly.

If you are going the extra mile to create a cover for yourself, this perk will also help you maintaining that cover, allowing you to avoid traps that would otherwise expose you.

[400cp] Custom Card Crimes

When it comes to card games, the use of custom cards are typically banned – it wouldn't do to create game pieces that aren't available to everyone, right? By some strange quirk, you appear to be the exception to this.

From now on, custom cards you create can be used in official events entirely legitimately. In order to qualify, the card must be able to pass as official (correct formatting, appropriate card back and material, etc.). The card must also be relatively 'fair'; it must fit within the power scale of the current format (though it can certainly be on the strong side), and cannot create interactions that break the

game itself (infinite loops, instantly winning in combination with other cards, permitting actions outside of the game, etc.).

You can choose which cards to apply this effect to, but be warned: once one of your cards has been used in a duel (whether by you or someone else), it is not in your power to prevent it being used after that – even by your opponents. Your cards may even receive official printings if they are popular enough, and you will not have any legal claim over this unless you come to an agreement with the card game owners beforehand. Once this has occurred, the now official cards can be banned if both you and the card game's owner/representatives agree.

This perk does nothing to stop others being mad at you, even if they allow you to use your cards. In settings where the cards are backed by mystical forces, unless you have some way of replicating this it may not be possible to use your custom cards.

[400cp] Coin Toss Exploit

Cheating, are you?

When you like, you can activate this power. When you do so, you are informed of what the result of the next coin toss you make will be. This fixes the result of your next coin toss to that result, ensuring that it occurs no matter what. This power can give you a heads-up of how events will progress, and can even be exploited by turning tail if you got an undesired result, and tossing for something that isn't important first to use up the bad result. While playing a card game, you can only make use of this tactic by tossing for something legitimate in that game, not just for the sake of it.

This power does not predict the results of rigged coins or coin tosses. Rigged coins or coin tosses do not "use up" an existing fixed prediction.

[600cp] Gambler

When it comes to card games, luck is often just as vital as skill. Luckily for you, you have it in spades.

As a result of this perk, you have become extremely lucky. With this sort of luck, you could consistently win on slot machines. Tossing ten heads in a row might actually be something vaguely possible, instead of a pipe dream. With a game so focused on coin flips, such luck is going to do you massive favours.

You can toggle this perk on and off as you like; perhaps you wish to give your opponent a fair game?

[600cp] Great Brainwashing No. 4

Like GR No. 4, you have learned to tap into psychic power, which you can use to brainwash others.

While brainwashed, the target's personality will change as an obvious tell; this might include them needlessly declaring that their mind belongs to you, or speaking in a slow, drawn-out manner. Despite this, they retain their usual level of competence. There isn't a hard limit to the number of victims you can put under your spell, but maintaining control over more people takes a greater amount of effort. Travelling too far away from a victim breaks your hold on them.

If one of your victims is defeated, whether that be in another card game, or more directly, your control over their mind will be dispelled. If you are defeated in such a way, all of these effects are broken at once. You can also choose to manually break this effect, should you wish to.

-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 deck of sixty Pokémon Trading Card Game cards. The deck is quite weak, on par with one of the three starter decks that Mark will be first offered. You can choose the Energy Type focus of the deck.

If you have taken the *Card Expansion* toggle, then your deck will be improved or adjusted to maintain the same relative level of power (and legality).

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* or *Complete Collection* item, you may have them appear in either of those card albums instead when they are replaced.

[50cp] Pokémon Trading Card Game (GB) Game Bundle

Want to practice on your own, or get a heads-up on upcoming events? This bundle contains:

- A Game Boy Color.
- A copy of Pokémon Trading Card Game for the Game Boy.
- Two copies of Pokémon Trading Card Game 2: The Invasion of Team GR!, one an original Japanese copy, the other modified with an English translation.
- A set of four promotional cards: Meowth (Wizards Promo 10), Dragonite (Pokémon Card GB promo – this is a mundane card with no intelligence or special powers), Great Rocket's Mewtwo (Pokémon Card GB2 promo), and Lugia (Pokémon Card GB2 promo).

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

[50cp] Card Album

Looking for somewhere to store your growing card collection? Look no further!

This is a Pokémon 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 your card album be lost or destroyed, a replacement will appear your Warehouse after 24 hours. Cards stored in the album will carry over to the replacement.

[50cp] Coin Set

A set of Pokémon-themed coins. They don't have any special properties, but may be fun to use when playing the Pokémon Trading Card Game.

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

[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 this setting, with the exception of the Legendary Pokémon 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* or *Complete Collection* item, you may have them appear in either of those card albums instead when they are replaced.

[100cp] Auto Machine

This large machine is designed to quickly construct decks out of large collections of cards.

In order to do this, the machine first scans your card collection, without having to remove your cards from a binder or box. The allows the machine to list your entire card collection for your convenience.

Next, you need to input a deck recipe into the machine. You can do this manually, have the machine read or communicate with something that has a deck recipe on it, or have the machine scan a fully constructed deck to save the recipe for future use.

If the you have the necessary cards, the machine can then construct the deck for you, teleporting the cards together into a single pile. This process is completely safe and does not risk damaging the cards.

The machine cannot read or teleport cards that are still in unopened packs. If you are looking to scam or steal, you'll have to look elsewhere. It is initially set up to handle Pokémon Trading Card

Game cards, but adjusting it for other card games is a simple matter. In settings where another card game dominates, it will automatically update so it can be used for those cards.

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

[100cp] Mini Computer

This portable computer is a valuable tool for any card game player.

The computer is able to scan your card collection, providing a helpful list of your cards without a need for you to go digging through your binders. It can also scan fully constructed decks; while it cannot automatically build them like the Auto Machine, this information can be kept for your convenience and can easily be sent to the Auto Machine if you also possess one. The machine cannot read cards that are still in unopened packs. If you are looking to scam or steal, you'll have to look elsewhere. It is initially set up to handle Pokémon Trading Card Game cards, but adjusting it for other card games is a simple matter. In settings where another card game dominates, it will automatically update so it can be used for those cards.

Of course, your mini computer has all the other functions that are expected of a computer in the early 2000s, including internet compatibility. Sending and receiving mail is a breeze.

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

[100cp] Strange Outfit

Are you a member of Team Great Rocket, or simply a weirdo?

This outfit, which may be a copy of any outfit present in this setting, or be entirely original, provides no special protection beyond ordinary clothes. Still, it is self-cleaning and self-repairing, ensuring you can wear it as often as you like.

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

[200cp] Advanced Deck

Don't want to work your way up to a finished deck?

Each purchase of this item grants you any 60 cards that appear in this setting, with the exception of the Legendary Pokémon Cards. You can choose the same card multiple times, though keep in mind that you can only have four copies of the same card in a given deck, and won't be able to use this deck without adjustments if you choose to do so.

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* or *Complete Collection* item, you may have them appear in either of those card albums instead when they are replaced.

[200cp/400cp] Legendary Pokémon Cards

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

You have found four very special Pokémon cards.

On purchase, you may decide whether these are the Legendary Pokémon Cards that are being kept by the Grand Masters, a copy of those cards, or entirely original cards. You may have the cards be four copies of the same card, four unique cards, or be somewhere between the two.

These cards are quite powerful. If you are receiving original cards, they are on the same level as the in-setting cards (if you have taken the *Card Expansion* toggle, this means that they will match in-setting Legendary Cards that have been adjusted for a stronger format).

There's more to these cards than simply being playable, however. Each of the cards here have their own intelligence, and are capable of speaking to those who hold them. When not being used in a card game, they are capable of short-range teleportation, allowing them to escape from the decks of the unworthy. Fortunately, purchasing this item ensures that they will always consider you acceptable. You can elect for any of the cards to not be intelligent and have these special powers if you prefer.

If you have chosen the *Legendary Card* species for yourself, one of these four cards is your new form. For that card only, ignore the replacement rules of this item.

For an additional 200cp (undiscounted), then your Legendary Pokémon Cards will continue to adjust in order to maintain their level of power as you play in stronger formats. Each time this occurs, the card gains a new form that it can switch to and from outside of games, and you will also receive a mundane copy of the prior form at this time. The Pokémon a card represents will generally not change, though depending on the format it may gain or lose "gimmicks" (e.g. -EX, being a Tera Pokémon, etc.). Such changes never occur in the middle of play.

All cards provided by this item will remain legal in all official tournaments you participate in. 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* or *Complete Collection* item, you may have them appear in either of those card albums instead when they are replaced.

[200cp/400cp] Jumper's Deck

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

This is a 60-card deck, created from original cards as well as Basic Energy cards. If you have been to a Pokémon setting before, these cards will reflect your time there, including Pokémon you caught, raised, or were yourself, as Pokémon cards, as well as people you met, items you used, and possibly even yourself, as Trainer cards. If you haven't been to a Pokémon setting yet, they will simply be cards that you would like.

In terms of power, this deck is solid, but not exceptional. If you have taken the *Card Expansion* toggle, then your deck will be improved or adjusted to maintain the same relative level of power.

For an additional 200cp (undiscounted), you'll have an opportunity to build upon the deck further. From now on, whenever you would obtain trading cards, there is a chance you will discover additional original Pokémon Trading Card Game cards based on your time in Pokémon jumps

(including this one). During this jump, these new cards will remain within the power scale this setting is running under. Post-jump, they will instead be limited to the power scale of the strongest official format you have played in.

All cards provided by this item will remain legal in all official tournaments you participate in. Cards provided by this option will never be "alive" or possess special powers like the Legendary Pokémon 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* or *Complete Collection* item, you may have them appear in either of those card albums instead when they are replaced.

[400cp] Complete Collection

If you are really looking to impress Ken, this is the item for you.

This option provides you with four copies of every Pokémon Trading Card Game card present in this setting, with the exception of the Legendary Pokémon Cards. Post-jump, it will automatically update to include all Pokémon Trading Card Game cards officially released in the current setting. Cards that are "alive" or have some special power are not included.

To properly store your cards, this item comes with a Pokémon 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. If you also purchased the Card Album item, you can choose to have the cards appear in that album instead.

[400cp] Card Club

This building is designed to facilitate card games. On purchase, you may choose a general aesthetic for it to have. You could use one of the Energy types as a basis for the aesthetic, or choose something different like "science". It comes with a handful of club members, who count as followers, and are loyal to you.

The club has plenty of space, and tables set up to allow for card games. In addition to a consistent group of club members, who are always willing to play, different players will rotate in, allowing for a variety of opponents. Rarely, you might even encounter a Pokémon Trainer or card game player you have met in the past, but you'll never be able to get anything more than a pleasant conversation and a card game from them, and they will vanish once they leave the building.

In addition, your club has some kind of additional feature, which could be found on a mundane Earth. This is likely informed by the club's aesthetic (for example, a Water Club might have a swimming pool), but doesn't have to be. The club members who come with this item can maintain the club for you, including this feature.

In most worlds, your card club will continue to focus on the Pokémon Trading Card Game; however, in settings where another card game is dominant, you may choose for it to focus on that setting instead.

In future worlds, you may choose for the club to be attached to your Warehouse, 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 club 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.

[400cp] Game Center

Feeling lucky? This game centre offers a variety of games and machines, most of which are related to the Pokémon Trading Card Game.

In order to use the facilities here, one must spend chips. These can be purchased at the front counter in exchange for other currency. By playing the slots or the coin flip game, or running the card dungeon, you can gamble your chips in order to earn more.

Once you've amassed enough chips, you can use them in various ways. First, they can be directly spent at the prize counter for booster packs and promo cards. Second, you can use the machine known as "Bill's Computer". This allows you to transform certain cards into cards representing their evolved form. Finally, you can use another machine, the Black Box. Simply put 1-5 cards into the machine, and new cards will be sent to you via the mail. The cards awarded are always from the same type of game you just played, and while it can be hard to predict what you will be sent, typically it will be more valuable than what you have up.

In most worlds, the Game Center will continue to focus on the Pokémon Trading Card Game; however, in settings where another card game is dominant, you may choose for it to focus on that setting instead. If you open it to the public, you might even earn a tidy profit. Cards received via this item will never be truly unique or offer special powers beyond the norm; you won't be acquiring the Legendary Pokémon Cards in this way, for example.

This item also comes with a handful of workers, which can run it on your behalf. These workers count as followers, and are completely loyal to you, but cannot leave the Game Center.

In future worlds, you may choose for the building to be attached to your Warehouse, 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 building 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] Airship

This heavily modified blimp features a design of your preference.

Your blimp never runs out of fuel, and general upkeep is not necessary, ensuring you can use it as often as you wish. It will always have permission to land and rest at any airport open to the public, and any expenses associated with this are covered by this option. Perhaps most importantly, the blimp is outfitted with a special tractor beam, which is both precise and powerful. Right now it is keyed to target trading cards, and simply flying over a building with the beam on would be enough to steal the majority of cards in that building. A truly impressive bit of technology.

Optionally, your airship may come with a pilot, who knows how to fly the blimp and operate the tractor beam. The pilot counts as a follower and is intensely loyal to you, but tends to dress like a weirdo. Should anything happen to this pilot, a replacement will appear at the start of the following jump (post-chain, this occurs after ten years).

When not in use, you may store your airship in a special subspace, ensuring you have it on hand when you need it. If you chose to receive the pilot, they can be stored in that same subspace completely safely.

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

[600cp] JR Castle

A lavish castle, fit for a king (or at least a criminal who styles himself as one).

This castle is equipped with a large scale set up for printing and producing trading cards, including applying various kinds of holographic effects. Associated supplies restock regularly. Whether you use it to counterfeit existing cards, or make your own, is up to you.

The castle comes with a small force of people, which count as followers and are intensely loyal to you. They will maintain your castle, run your card printing set up, and are also willing to commit crimes on your behalf. A handful of them are particularly good at card games. Inactive companions may also stay here, so long as they remain on the property.

In future worlds, you may choose for the castle to be attached to your Warehouse, 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 castle 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.

-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 Pokémon Trading Card Game (GB) and Pokémon Trading Card Game 2: The Invasion of Team GR!, 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] Card Expansion

By default, cards in expansions up to and including Team Rocket will appear in this setting. With this toggle, you can expand that selection.

In order to use this toggle, you must declare a Pokémon Trading Card game expansion. Now, all cards up to and including that expansion will appear in this setting. This has several knock-on effects. First, other players in this setting will have improved decks that take advantage of these new cards. Second, the setting will operate under any official rules and ban lists that were in place at the time of your chosen expansion's release (you can choose whether all non-banned cards remain playable, or the official rotation of that era is in effect). Lastly, depending on your how much power creep has occurred as a result of the new cards, the four Legendary Pokémon Cards will change in order to retain their same relative position of power.

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, and the kinds of cards they gravitate towards. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to Mason Laboratory.

[+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.

Fortunately, your ability to read cards is unaffected by this drawback.

[+100cp] Jumper?

No matter what you do, you can't shake the reputation of being a weirdo. As a result, people will avoid dealing with you where possible.

Fortunately, this doesn't extend to anyone you are bringing into this jump, such as companions and followers.

[+100cp] Inakumi? Curse

The Inakumi? card causes your active Pokémon to become confused, and nothing else. You've acquired a set of four of this card.

Unfortunately, for the entirety of your stay, you must include all four copies in any deck you play with, and if you have one in your hand, you must play it at the first opportunity. If a duel would ban Inakumi?, you will be allowed to use it anyway. Naturally, this will make winning more difficult.

If you are a Legendary Card, this drawback applies to the player that you are most allied with (attempts to 'cheese' this stipulation will always fail).

[+200cp] Something Terrible

At some point during your time here, likely coinciding with Team GR's initial attack, you will lose all of your cards! If you've also taken *Inakumi? Curse*, then the four cards provided by that drawback will be all that remains.

It may be possible for you to find some of your lost cards, but you might have to settle for simply acquiring new ones. At the end of the jump, any cards lost as a result of this drawback will be returned to you.

If you are a Legendary Card, this drawback applies to the player that you are most allied with (attempts to 'cheese' this stipulation will always fail).

[+200cp] Pack Provider

Any time you lose a card game during your stay, you must provide your opponent with twenty cards, chosen at random. These cards will always be from the same card game that you just lost at. Cards will never be taken directly from your active deck, ensuring you can still play. If you don't have that many available cards, then you must provide as many as possible; however, attempts to get around this penalty (such as by loaning or hiding cards before starting a game) will always fail.

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.

If you are a Legendary Card, this drawback applies to the player that you are most allied with (attempts to 'cheese' this stipulation will always fail).

[+200cp] *…whatever that means…*

Oh, it appears you are quite horrible at card games.

Your lack of talent extends both to using your cards, as well as deckbuilding. You will not be able to improve these talents in any way during your time here. If this were a video game, you'd definitely be the joke character.

If you are a Legendary Card, this drawback *also* applies to the player that you are most allied with (attempts to 'cheese' this stipulation will always fail).

[+300cp] Great Target

For some reason, Team GR has it out for you specifically. They will make exploiting you their top priority, whether that means stealing your cards, holding you prisoner, or brainwashing you into doing their bidding.

Things just got a lot more dangerous for you, so be careful!

[+300cp] Just A Card Game

This is a card game setting, so we don't need you throwing around crazy powers, right?

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.

-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.

Gotta Jump 'Em All!: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

What is this?

This is a jump for the two Pokémon TCG video games for the Game Boy. The first is simply titled Pokémon Trading Card Game. The second, Pokémon Trading Card Game 2: The Invasion of Team GR!, is a direct sequel that was not given an official English translation. I am using a fan translation for this.

What are the Legendary Pokémon Cards?

The Legendary Pokémon Cards are a set of four cards that are original to the Game Boy games. They are Moltres, Zapdos, Articuno, and Dragonite. Of the four, only Dragonite was printed into an actual card, and only in Japanese.

In addition to being generally strong, the cards are able to speak to those holding them, and have also been shown to use short-range teleportation to leave someone's deck after they lost.

It is important to note that all of these Pokémon have other card versions, and that other Legendary Pokémon (such as Mewtwo and Mew) have cards, but none of these cards qualify as being in this category, or have intelligence or special powers.

So, what exactly happens here, anyway?

Note: The name of the protagonist can be determined by the player. In the second game the gender of the player can also be determined, but is still considered the same character as the first game. For the purposes of this summary, the protagonist is a boy called Mark.

Mark visits Mason Laboratory, where he asks Dr. Mason how to play the Pokémon Trading Card Game. Dr. Mason provides him with a practice deck, and has him play against his assistant Sam. Sam explains the rules, and then Dr. Mason coaches him through his first duel against Sam. Afterwards, Dr. Mason allows Mark to choose from one of three starter decks (representing Bulbasaur, Charmander, and Squirtle, respectively). Dr. Mason suggests that Mark visit the various clubs and challenge the Club Masters.

In any order, Mark visits the Fighting, Water, Lightning, Grass, Psychic, Fire, Rock, and Science Clubs.

When visiting the first club, Mark runs into his rival Ronald, who has just obtained that club's medal. Ronald tells Mark that to get the Legendary Pokémon Cards, one must collect all eight medals, and then defeat all four Grand Masters at the Pokémon Dome.

At the Fighting Club, Club Master Mitch insists Mark defeats his pupils first, who are spread around the other clubs. At the Grass Club, Club Master Nikki is not initially present; after defeating three Grass Club members, Mark is told she is at Ishihara's house. He goes there to talk to her and she agrees to meet Mark back at the Grass Club for a duel. At the Fire Club, Club Master Ken will not allow Mark to duel him unless he has collected at least 300 cards. For the rest of the clubs, Mark can either challenge the Club Master directly, or do so after defeating a few of the club members.

After earning his second medal, Mark encounters Ronald, who challenges him to a duel, and gives him a rare card for winning. This occurs again after Mark earns his fifth medal.

Once Mark has all eight medals, he heads to the Pokémon Dome. He faces Courtney the Fire Queen, Thunder Steve, Gentlemanly Jack, and Rod, the leader of the Grand Masters, back-to-back. Courtney uses a deck built around the Legendary Moltres card. Steve uses a deck built around the Legendary Zapdos card. Jack uses a deck built around the Legendary Articuno card. Rod uses a deck built around the Legendary Dragonite card. Mark defeats all four, but it is revealed that Ronald has already done so. The two duel, with Ronald using the Legendary Pokémon Cards in his deck. Nevertheless, Mark wins. The cards vanish from Ronald's deck, and Mark is able to collect them from the Hall of Honor. The cards speak to Mark, reminding him that possessing them does not make him a true master, what does is the ability to make the most of any card and love the Pokémon Trading Card Game win or lose.

One day, Team Great Rocket (also known as Team GR) attack the island's card clubs and steal all of their cards This includes Mark's cards. They also kidnap many club members.

Mark heads to Dr. Mason's laboratory to inform what had happened. There, he meets Ronald. After learning that Mark had his cards stolen, Ronald heads out to check them out. Dr. Mason provides Mark with a replacement starter deck and a mini-computer to help him out.

When Mark first enters one of the clubs, Ronald appears. He says that Team GR has been sighted at the Rock Club. Ronalds suggests that they Card Pop! in order to replenish both of their collections.

Mark can challenge the four GR members in any order.

At the Rock Club, Mark finds that Club Master Gene has managed to defeat GR No. 1, forcing him to retreat. Mark defeats Gene in a duel, and he is given a deck specifically designed to counter GR No. 1. Gene informs Mark that GR No. 1 has retreated to the Fighting Club. Mark heads to the Fighting Club and defeats GR No. 1, who gives him a piece of the GR coin. He says that if Mark can collect all four pieces, he can travel to GR Island. He reminds Mark that the Fighting Club Master, Mitch, is being held captive on GR Island, before retreating.

At the Grass Club, Mark finds that Nikki is not present. After defeating a club member, he is told that she went to Ishihara's house. There, Nikki says that she was unable to defeat GR No. 2, but provides Mark a deck designed to defeat him. Mark finds GR No. 2, and defeats him. GR No. 2 gives him a coin piece and flees.

At the Water Club, Marks finds that GR No. 3 has trapped Club Master Amy as well as some of the club members. Mark defeats GR No. 3, who frees those he had trapped, but tells Mark that he has done the same thing at the Fire Club, and heads there. Amy gives Mark a deck designed to counter GR No. 3. As Mark leaves the club, he runs into Ronald. Ronald says GR No. 3 drop two packs of cards, and gives one of them to Mark. Mark heads to the Fire Club and defeats GR No. 3, who releases the trapped people and hand over a coin piece before leaving.

When Mark heads to the Lightning Club, he finds that it has been taken over by GR No. 4, and that Club Master Isaac is working for her. When Marks confronts her, she has Isaac duel him first. After defeating Isaac, GR No. 4 leaves, telling Mark to come find her at the Psychic Club. She returns control of the Lightning Club to Isaac, who comes to his senses and thanks Mark for rescuing him. At the Psychic Club, Mark finds that Club Master Murray is also being controlled by GR No. 4. When Murray is defeated, the control breaks, and he provides Mark with a deck designed to counter GR No. 4. Mark defeats GR No. 4, who surrenders a coin piece, and flees.

After Mark defeats two GR members, he encounters Ronald and duels him. After Mark has defeated all four of the GR members, Ronald shows up. He says he has stolen back any of the cards that were taken, and gives Mark a booster pack.

With a completed GR Coin, Mark visits the airport and is granted free passage to GR Island. At the Grass Fortress, Mark is challenged by GR X. After the duel, GR X reveals himself to be an undercover Ronald. Ronald explains that the GR members often require challengers to use decks that meet certain conditions, or employ special duelling rules. Mark proceeds through the Grass Fortress, freeing the Science Club Master, defeating James (the true identity of GR No. 1), and then defeating Parker, the GR Leader of Grass. Parker hands over the GR Grass Coin, which allows Mark to enter the Electric Fortress.

At the Electric Fortress, Mark defeats Chip (true identity of GR No. 3), rescues Grand Master Steve, and then defeats Catherine, the GR Lightning Leader. Mark is given the GR Thunder Coin. He can challenge the Fire or Water Fortress in any order. After clearing one of them, he is challenged again by Ronald.

At the Fire Fortress, Mark rescues Grand Master Courtney, and defeats Bernard, the GR Fire Leader. He earns the GR Fire Coin. At the Water Fortress, Mark rescues Grand Master Jack, and defeats Brooke, the GR Water Leader. He earns the GR Water Coin. With both coins, Mark can challenge the Fighting Fortress.

Mark navigates the labyrinth that is the Fighting Fortress, rescuing Club Master Mitch, and defeating Brutus, the GR Fighting Leader. Mark is given the GR Fighting Coin. He can challenge the Psychic Stronghold or Colorless Altar in any order. When Mark arrives at the first one, Ronald is present and informs Mark he needs coins from both to proceed.

At the Psychic Stronghold, Mark optionally defeats Victoria (true identity of GR No. 4), before defeating Claire, the GR Psychic Leader. Grand Master Rod is rescued and Mark is given the GR Psychic Coin. At the Colorless Altar, Mark must battle three GR members who have randomly chosen requirements that Mark's deck must meet. One of the three is Avery, the true identity of GR No. 2. After defeating the three, Mark is given the GR Colorless Coin.

After freeing all Grand Masters, Mark returns to the Pokémon Dome and battles the four, re-earning the Legendary Pokémon Cards.

With both Psychic and Colorless Coins, Mark is able to enter the GR Castle. He encounters Ronald, who just lost to the GR members inside. Ronald challenges Mark to ensure he is ready for the duels ahead. After Mark wins, he enters the castle. He defeats a couple of GR members. Finally, he duels King Villicci, the boss of Team GR, in a best out of three format. King Villicci realises that the purpose of playing the Pokémon Trading Card Game is to have fun, and he changes his ways.

-Changelog-

0.1
Created the jump.

1.0
(i) Both **Auto Machine** and **Mini Computer** will now automatically update in other settings so that they can be used with the card game that dominates those settings. (ii) Minor typo fixes.

1.1
(i) For the higher tier of **Legendary Pokémon Cards**, Legendary Cards now retain the ability to assume weaker card forms after they have gained new ones.