

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

Welcome to White City, Jumper! The area you will be visiting is a hotbed of Pokémon battles, and is home to many powerful Pokémon. For those that lack Pokémon of their own, Rental Pokémon are freely provided during battles, allowing anyone and everyone to get in on the action.

You arrive during the events of Pokémon Stadium, before an unknown trainer takes on the Gym Leader Castle on their first Cup. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Background and Species-

You must choose one of the following options, which will serve both as an Origin, as well as a species choice. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans in these parts are typically trainers of some variety, though many lack Pokémon of their own, instead relying on Rental Pokémon provided to them. Besides battling Pokémon, you could also work to support the official battles that regularly take place here, be that an organiser or a commentator. Or perhaps you have something else in mind?

[Varies] Pokémon

As a Pokémon, you might belong to a specific trainer, or act as a Rental Pokémon for all to use. Perhaps, like Mewtwo, you are a wild Pokémon that answers to no one?

As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 200cp.

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

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 300cp.

For most Legendary and Mythical Pokémon, the cost is 800cp. However, you cannot elect to be a Legendary or Mythical Pokémon that stands head and shoulders above the rest, such as the Creation or Weather Trios.

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

You can only choose to be an officially recognized Pokémon species. Unless you take the ‘A Fairy Tale’ toggle, you cannot elect to be any Pokémon introduced in the sixth generation or later (Pokémon X/Y onwards) that possess the Fairy type.

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

-Location-

You can start at any of the following locations, free of charge.

Stadium

The STADIUM where tournaments are held. Test the mettle of your Pokémon with four sets of rules.

Gym Leader Castle

The GYM LEADERs await your arrival. Whoever reaches the top is the ultimate trainer.

Pokémon Lab

PROF. OAK's research lab. He can help you check your POKéDEX, organise items and trade Pokémon.

Victory Palace

The HALL OF FAME is where tournament winners are shown as statues. Can your Pokémon join them?

Kids Club

Here's a place where you can unwind from battles. Cute Pokémon hope you'll join them for fun!

Free Battle

Battle here with your friends. Up to four players may take part in FREE BATTLEs.

GB Tower

Play your Game Boy Pokémon here. Be sure to insert the Game Pak into your Transfer Pak while the N64 is off.

-Perks-

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

Human Perks

[100cp, Free for Humans] Trainer Class

Like most around here, you have what is known as a 'Trainer Class'. This is essentially a title, chosen upon purchase of this perk, that will quickly become associated with you. Expect announcers to even refer to it alongside your name. You are free to choose anything you like for your class, even something completely original.

Whilst you can't change which class you have chosen later on; you can toggle the effect of this perk. Turning the perk off will prevent further spread of the class associated with you, but existing knowledge of it will not disappear.

[100cp, Free for Humans] *…and there goes the battle!*

Your voice has become clearer and more engaging, a great asset for any prospective announcer or commentator. If it wasn't already possible for you, you can now rely on your voice for hours on end without risk of damage or stress to your throat.

Maybe you could find a job here, instead of battling with Pokémon?

[200cp, Discounted for Humans] Rental Preparation

Whether you are a tournament organiser looking to supply appropriately powered Rental Pokémon, or a trainer wanting to raise a team in line with the power cap rules often put in place here in White City, you have picked up a pair of quirks that make such a task easier.

First, when directly training others, you can put a 'cap' on how powerful they can become from your direct tutelage. This can be applied generally, or to specific abilities or skills, and only applies to your instruction; any study or practice an individual does independently or under another teacher is not capped in this way. Useful for raising Pokémon right up to the edge of what is allowed.

Second, you are now capable of toggling the powers, abilities, and physical and mental capabilities of any consenting individuals anywhere from off (or as low as possible for their current form depending on what you are toggling) all the way up to full power. This does not require any effort on your part to keep up, and there is no limit to the number of parties you can use this on at a time. An affected party can remove this handicap from themselves at any time, as can you. Useful for reining in Pokémon that might have gotten just a bit too strong.

[200cp] Mini Game Maker

You have quite the talent for developing fun activities it seems. In particular, you are good at designing activities for those with unusual body types or powers, turning what might ordinarily be a barrier to entry for those that possess them into the driving point of the game.

A great talent to have, as many Pokémon will benefit from winding down with some fun after competing in the serious tournaments that occur here in White City, and even the local Kids Club fails to cater to all of them.

[400cp, Discounted for Humans] EXTRA CONTINUE

It sucks, getting all the way to the end of a tournament, only to lose right at the end. Thanks to this perk, you've acquired a special trick that may save you from such a fate.

During organised tournaments, whenever you win a match 'perfectly', you will earn a retry. Should you be eliminated from the tournament by losing a match, you can cash in one of these retries, allowing you to immediately restart that match from the beginning. You can restart a match as many times as you like, provided you have the retries banked. You must use a retry on defeat if you intend to do so at all; you cannot retry a match you have lost if you allow the tournament to progress further. Retries are only good for the tournament they are earned in and disappear after the tournament has concluded.

What counts as a 'perfect' win depends on the nature of the competition you are engaged in. For example, within the Pokémon tournaments conducted here in White City, a team that wins without having any of their Pokémon faint is considered to have won perfectly. Fortunately, you will always be aware that you have earned a retry in this way. If a tournament lacks clear 'matches' in its format, you will be unable to earn retries.

How a rematch is conducted will depend on the nature of the specific tournament. This perk will not prevent you or your allies from experiencing injury or death that occurs during the match, but depending on both the nature of the tournament and the practicality of it, you and your allies may be given the opportunity to heal or recover injuries you have suffered during it. As use of the retry nullifies the result of the match, you do not have to suffer any penalties forced on the loser; though that ultimately may be a short-lived reprieve.

Others will consider the use of this skill both legal and normal unless you specifically point out the strangeness to them.

[400cp, Discounted for Humans] Outstanding Organiser

It's quite impressive how White City has managed to attract some of the world's best trainers. This perk will help you create similarly spectacular events.

Organised competitions you create and run have a much easier time establishing prestige and respectability than usual. As long as such events are run competently and without scandal, it won't take much effort on your part to attract incredible competitors to participate. Even Champions will find the time in their schedules to compete in your tournaments. It is entirely possible that your competition comes to supplant the major ones in the area, if you work hard enough.

Similarly, alternative formats of sports or activities that you use in your competitions will have an easy time finding their niches within the sport/activity, and may even supplant the primary format if they are well designed and promoted in your competitions.

[600cp, Discounted for Humans] Mewtwo's Worthy Challenger

You are an amazing talent for commanding Pokémon, on par with Champions like Red or Blue. Where they are skilled at carefully raising their teams over time, you instead are able to quickly evaluate Pokémon that have just been handed to you, correctly predicting the battle techniques they have learned and just how effective they will be in a given situation. Of course, this talent isn't solely limited to Pokémon; with some adjustments you can learn how to evaluate and command other creatures with similar effectiveness.

With such skill, you may find a certain Legendary Pokémon becoming interested in testing just how good you really are.

Pokémon Perks

[100cp, Free for Pokémon] Rental Pokémon

Battling at fixed power levels is the name of the game in these parts. As such, you are now capable of toggling your powers, perks, abilities, and physical and mental capabilities anywhere from off (or as low as possible for your current form depending on what you are toggling) all the way up to full power.

In order to ensure you are scaling yourself back correctly, you now know how to put yourself at a desired overall level of power with quick mental calculations. This means you don't have to drop everything down with scaling yourself back, allowing you to specialise as you like. When making these calculations, you can choose to exclude or ignore specific powers or other aspects. After all, a Fire Type dropping their power with water abilities isn't necessarily the 'fairest' for your opponents.

[100cp, Free for Pokémon] Colour is the Name of the Game

Perhaps you've heard of differently coloured Pokémon? Well, thanks to a completely different phenomenon, you'll find that many Pokémon in White City are differently coloured than normal. Not just in the one way either; it is entirely possible you encounter three or more of the same Pokémon and find them to each have their own unique colourations.

To let you join in the fun, you can now apply a new colour palette to each form you possess. This process counts as a transformation, and can be undone whenever you feel like it. The new colour palette is decided separately for each form, when you first attempt to apply it.

For each form, you may re-choose this new colour palette once per jump. Post-chain, this becomes once every ten years. Did someone change your name or something?

[200cp, Discounted for Pokémon] Make 'Em Faint

It's all fun and games until someone gets hurt. With this perk, such concerns are a thing of the past.

When battling others, you can ensure that your attacks do not injure your opponent, instead wearing them down until they would normally be defeated, at which point they harmlessly pass out. This will extend to the knock-on effects of your attacks and techniques as well, so badly poisoning your opponent won't be truly dangerous unless you mean it to be. You can also choose to benefit from this same protection, but only during fights where your opponent is not actually seeking to injure or kill you, such as Pokémon battles.

[200cp, Discounted for Pokémon] Mini Gamer

It is important to take time to relax and enjoy yourself, Jumper, and this perk will let you do just that.

From now on, your battle instincts will not decay when you spend time away from the battlefield. Additionally, deeply honed battle instincts will not get in the way of relaxation or having fun, and no matter how many times you do something, you will still be able to enjoy it as much as if it was the very first time. Time will not instil a sense of complacency, boredom, or ennui in you; just because you have grown up doesn't mean you won't be able to enjoy a Kids Club.

This perk will not force you to enjoy things you have come to dislike for other reasons.

[400cp, Discounted for Pokémon] Deep in the Move Pool

Limiting the power 'level' of a Pokémon is not the only way a Rental Pokémon is kept fairly balanced with the others on offer. In fact, a common approach is for further evolved Pokémon to be taught less useful battle techniques than their lesser evolved peers.

Normally, Pokémon can only remember so many of these 'Moves' at one time, however thanks to this perk you have gained a perfect, eidetic memory, along with the required mental capacity to handle it. Now, you can ensure a fair battle without throwing away your best techniques. Or, when battling more seriously, you could develop a larger move pool to draw from, allowing you to take your enemies by surprise.

[400cp, Discounted for Pokémon] Petit Cup Pro

A popular local format is the Petit Cup, where only completely unevolved Pokémon may enter. If you wished to compete, you would have to make sure you didn't evolve, potentially hindering your own development as a Pokémon. Worse still, this format will go through some adjustments in a few years' time, causing Pokémon such as Pikachu to no longer be legal. This perk will help you qualify in such situations.

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

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

[600cp, Discounted for Pokémon] In Your Prime

Where many Pokémon never reach the apex of their power, you've skipped right to the end point.

Each of your Pokémon forms are about as powerful as possible via conventional training. This includes forms you might receive in the future, so it may be of value even if you haven't collected one yet. For each form, this is a single time boost in power, that you will not receive if a form is already at that level of power. This perk alone will not make you more powerful than what a normal Pokémon of the same species can become with sufficient time and training.

As a precaution, this perk will ensure that you are never locked out of a Move or evolution as a result of this power boost, though you will still have to put in effort to learn or achieve such things

Of course, such power is surprisingly common in these parts, so don't expect to coast off of this alone.

General Perks

[100cp] Personal Announcer

Whenever you begin participating in competition or combat, this disembodied voice will appear, and provide commentary for the proceedings.

This voice is very knowledgeable in the area of Pokémon, making it most effective when commentating Pokémon battles. In other areas, it is limited to your own knowledge. Regardless, you won't be getting any conversation out of the voice outside of its commentary; if you want to learn about Pokémon from it, diving into some battles is the way to go.

You can choose whether those around you hear the commentary, or just yourself. You can adjust the volume of the commentary, but not raise it to a level where it would harm an ordinary human. You can also toggle the effect on or off as you please, should it become annoying.

-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 and Exclusive to Humans] Your Room

It wouldn't do to leave a young trainer out on the street, so you've been provided with a place to stay.

This comfortably sized room has a bed, a desk with a computer, a television, a bookshelf, and a central table that would make a great place to display collectibles or souvenirs. The room is filled with various decorations, in a manner you would approve of. All in all, a great place for a Pokémon trainer to spend the night.

The location of this room will depend on your background, for example it could be in a family home, or be a hotel room that has been booked out for the duration of your stay. If you prefer, it can be connected to your Warehouse, or added to an existing property you own. If adding to an existing property, it can be a new room, or an existing room can gain the advantages this room provides. If you aren't adding it to an existing property, it will be added to your Warehouse at the end of the jump if it was not already there.

[Free and Exclusive to Pokémon] Your Poké Ball

This is the Poké Ball that was used to capture you in the past. You are free to determine its appearance, whether it be that of an existing ball, or something completely original. Mechanically speaking, it functions as a Luxury Ball, with a standard capture rate, but providing the utmost of comfort for you when you travel inside it.

If you haven't been captured yet, then at least you'll have something nice on hand when you find the right Trainer for you.

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

[50cp] Pokémon Stadium Game Bundle

Sit back, relax, and enjoy some Pokémon with your friends. This bundle contains:

- A 2000-era television.
- A Nintendo 64, and all needed cables.
- Four Nintendo 64 controllers.

- A copy of Pokémon Stadium (the mostly incomplete Japanese release), Pokémon Stadium (known as Pokémon Stadium 2 in Japan), and Pokémon Stadium 2 (known as Pokémon Stadium Gold, Silver, and Crystal Version in Japan).
- A Transfer Pak.

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

[50cp] Pokémon Battle Revolution Game Bundle

A newer generation of gaming. This bundle contains:

- A 2006-era television.
- A Nintendo Wii, with Wii Remote, Nunchuk attachment, and all needed cables.
- An additional three controllers, in any combination of Wii Remote with Nunchuck attachment, or Nintendo Wii Classic Controller.
- A copy of Pokémon Battle Revolution.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Pokémon Snap Sticker Station

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

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

[50cp] Pokémon Stadium Trophy

A copy of one of the trophies that can be earned within the Pokémon Stadium games, chosen by you on purchase of this item. A great prize if you want to host your own competitions, or a tool to fool others into thinking you are a great trainer? You decide.

If this option is purchased multiple times, you are free to choose whether you receive different types of trophies, or multiples of the same type.

Should your trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away your trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[100cp] Victory Palace

A place to immortalise your great achievement in the Pokémon world. It can be acquired as a small building, attached to an existing property you own, or attached to your Warehouse.

Each time one of your Pokémon (including yourself if you are one) wins a high-level event, such as defeating a Champion or winning a Cup, a statue will be added here. The statue features a rotating 3D hologram of the winning Pokémon, and the plaque details their accomplishments and when they occurred. If the Pokémon has gone through multiple forms, such as by evolution or alt-form switching, then the hologram can change between those forms. If the same individual wins multiple high-level events, then they will be listed on the same statue, which will somehow remain readable even when many accomplishments are added. This place will expand internally, ensuring added statues can always fit inside and you can comfortably move around them.

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 via a special gateway. Should a statue be destroyed, a replacement will appear in the building after 24 hours.

[100cp] Pokégear

You've somehow gotten your hands on a special device that won't be introduced for a few years: a Pokégear.

Your Pokégear can tell the time, and make phone calls. Additional functionality may be able to be added to the device, but you'll have to do that yourself. Your Pokégear will never run out of power, and you will never need to worry about any charges related to any calls you make with it.

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

[200cp] GB Tower

This building, which looks like a giant Game Boy, is in fact your very own gaming lounge!

The lounge specialises in the emulation of Game Boy games onto large television screens, but it wouldn't take too much work for you to have any games running, if you had the games and consoles.

The building comes with multiple copies of Pokémon Red, Green, Blue, Yellow, Gold, Silver, and Crystal. Blue is English only and Green is Japanese only, but the rest come in both English and Japanese versions. The emulation software allows you to run these games at up to 4x speed, and as a special service Pokémon caught in these games can be safely and legally transferred to any Pokémon online services you may have access to, such as Pokémon Bank or Pokémon Home. The lounge is also supplied with various snack foods that never seem to run out, something to enjoy whilst gaming.

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.

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 via a special gateway. Should any of the games or equipment be lost or destroyed, a replacement will appear inside the building after 24 hours.

[200cp] Hold Item

In a few years' time, a new strategy will be employed by trainers that will add a new layer of complexity to Pokémon battles. This is to provide their Pokémon with a held item that either provides them with a passive benefit, or can be used mid-battle by the Pokémon themselves without the assistance of a trainer. Such tactics are considered valid even when the trainer would otherwise be barred from using items on their Pokémon during a battle.

Each purchase of this option provides one of these held items. See the notes section for a list of suitable choices. If the item is a consumable, such as a berry, it will respawn at the start of the next battle if consumed.

Each held item will also come with a pouch and/or strap, which will automatically adjust to suit your form, even when it changes. Useful for those Pokémon who have difficulty manipulating objects, and for maintaining its use after an evolution. If you prefer, you can elect for a pouch/strap to remain at a fixed size, which may be of benefit to a trainer purchasing this item on behalf of their Pokémon.

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

[400cp] Jumper's Club

This strange building is meant to serve as a place of fun and games. It can be found either close to your starting location or attached to your Warehouse.

Inside, you'll find a variety of mini games, which you can play whenever you want. Each of the games is designed for four players; any open slots will be filled by an automated player, which you can set the skill level for. All of the mini games found in Pokémon Stadium and Pokémon Stadium 2 are represented here, even the quiz.

Excluding said quiz, the mini games are designed to be played by specific kinds of Pokémon. If you possess the appropriate form, you can play a game in that form. If not, or if you don't want to use that form, you will be temporarily transformed into an appropriate Pokémon form. This transformation lasts for the duration of the game, and will dissipate early if you attempt to leave the club.

The club is run by a handful of humans and cute Pokémon, which count as followers but cannot be made to leave the club. Maintenance will never be an issue. By default, the club is free to use for everyone, but you can also choose to limit who can use it and charge for entry or play if you like.

In future worlds, you may choose for it 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 manor 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] Jumper's Academy

Congratulations, Jumper! You are now the owner of your own learning institution.

Geared towards teaching the next generation of Pokémon trainers, it features large classrooms which are sturdy enough to double as Pokémon battle arenas. It is run by competent teachers and support staff. The library is filled with useful information relating to Pokémon, particularly battling with them. Optionally, your academy may come with "students" that don't age or improve, but serve as peers for those that wish to learn here. The academy comes with a variety of Pokémon that are stranger friendly, making them great for new trainers to practice with. If you chose to have students come with the item, they will also have their own Pokémon. All of these humans and Pokémon count as followers, but cannot be made to leave the academy. Any Pokémon included with this item will not grow more powerful or experienced under any circumstances; on the plus side this allows them to serve well for examinations and practice. Attempts to add, change, or remove any held items of these Pokémon will invariably fail, though those with consumable held items will be resupplied at the end of each battle if their item is used up.

The default curriculum of the academy is already well devised, but you have complete control over it, and may change it any time, whether that be to include new discoveries, account for regional differences, or change the purpose of the school entirely. Without additional work on your part, greatly changing the subjects taught here may lead to poor or useless teaching, as you move outside of the expertise of your teachers.

In future worlds, you may choose for it 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 academy 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] Jumper Stadium

Enjoy the 'big fight feel' that the stadium provides? Why not have one of your own?

This large stadium contains four different battle arenas, meant for Pokémon battles. You can decide how these arenas specifically look, as long as they remain within the scope of the battle arenas appearing in Pokémon Stadium and Pokémon Stadium 2.

The stadium is equipped with a small army of humans and non-battle trained Pokémon, which run it on your behalf, including maintenance and repairs, match officials, the concession stand, and commentating matches. It also has a copy of every single Rental Pokémon that appears in Pokémon Stadium and Pokémon Stadium 2. All of these helpers count as followers, but cannot leave the stadium. Any Pokémon included with this item will not grow more powerful or experienced under any circumstances, which in the case of the Rental Pokémon is perhaps more of a plus.

Teams that battle in the Stadium will be provided a set of six different kinds of berries to equip themselves with; these consumable items will be resupplied at the end of each battle, but cannot be taken outside of the stadium, and will disappear when teams are finished with their battles.

Whilst you can charge for entry, you can also decide for the stadium to be 'auto-filled' with spectators that seem like they belong to the local setting. These spectators can never leave the stadium, simply disappearing when it's time for them to go.

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 stadium 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.

[600cp] Jumper's Gym Leader Castle

One of the major features of the local area is the Gym Leader Castle, which provides an opportunity for trainers to take on the Indigo League, all in one location. With this item, you'll have access to these kinds of battles wherever you go.

This large tower may either be attached to your Warehouse, or located somewhere appropriate, close to your starting location.

Entering the tower, you will arrive in a reception area. Here, you can organise your team, sign up for a challenge, and be teleported ahead to where you are up to in an existing challenge (more on that later). The reception also has a copy of every single Rental Pokémon that appears in the Pokémon Stadium and Pokémon Stadium 2 Gym Leader Castle mode, which you can freely use to take on the challenges here.

In order to begin, just talk to the receptionist, and they will let you through once you have declared who will be participating, and which challenge you will take. While the original Gym Leader Castle is limited to Pokémon doing the fighting, you are free to declare any six individuals as combatants, in the event you wanted to train a non-Pokémon. You must declare at least one combatant in order to pass. You may also take as many non-combatants as you like, these may act in a Trainer-like role, or simply spectate. You must adhere to these rules even if you are using non-Pokémon; inactive combatants are free to either wait on the sidelines or in a Poké Ball when not competing. Groups that take on a challenge will be provided a set of six different kinds of berries that they can choose to equip themselves with; these consumable items will be resupplied at the end of each battle, but will disappear when a challenge comes to an end.

Each challenge offered here is conducted in the same format. These are Singles battles, where both sides will choose 3 of their 6 combatants to actually battle. Both sides know in advance what the full teams are, but do not know which 3 of the 6 are chosen, or who will be sent out first. This allows for a degree of counter picking and mind games. Your opponent always uses Pokémon at a fixed level of power, approximate to the Rental Pokémon you may pick up here, though you are under no obligation to use combatants at that level. Teams are automatically healed after each battle.

Each challenge offered here mirrors an official Pokémon League. To start with you have two challenges on offer, the Red/Blue/Yellow era Indigo League, and the Gold/Silver/Crystal era Indigo

League (in other words, copies of the Gym Leader Castle modes featured in Pokémon Stadium and Pokémon Stadium 2). Once you have fully cleared a challenge, you unlock a 'Round 2' version of the same challenge, which features better team compositions and more competent trainers. Should you visit a Pokémon jump that features its own League (or equivalent), a new challenge will be offered that represents that League, possibly including a stage representing the local villain team. This will also occur retroactively for Pokémon settings you have already visited. The addition of extra challenges does not make the tower appear any larger externally.

The general way in which a challenge progresses is that you battle a few Gym trainers, then a Gym Leader. This occurs for each Gym in the region, then you face the Elite Four and Champion. After defeating a Gym Leader (or Champion in the case of multi-region challenges), you reach a checkpoint, which allows you to reorganise your team or take a break. If you lose or give up you are kicked out of the challenge. When entering a challenge a second time, you may choose to start from any checkpoint you have previously reached. This format may change slightly if challenges are derived from non-conventional Pokémon Leagues.

None of the trainers, support staff, or Pokémon that come with this item can be taken outside of the tower. Any Pokémon or trainers included with this item will not grow more powerful or experienced under any circumstances, allowing them to serve as useful benchmarks for your progress as a trainer or a combatant. "Held items" included in this item, whether supplied to a challenger or used by the included trainers, cannot be taken outside the castle under any circumstances.

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.

Should the tower 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 & Followers-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions, but may purchase followers via Pokémon Recruit. 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 Stadium or Pokémon Stadium 2 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.

Should your chosen character be a Pokémon Trainer, they may take up to six of their Pokémon with them, who are considered followers. This decision is made at the end of the jump.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). This includes Rental Pokémon if they are willing to come along. Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Pokémon world before? Well with this toggle, you can import the events of any previous Pokémon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Battle Revolution

Another place, another time. By taking this toggle, you will instead arrive in Pokétopia, the location featured in Pokémon Battle Revolution. You will still be staying for ten years.

[0cp] A Fairy Tale

The Fairy type. Strong against Dark, Dragon, and Fighting. Weak against Fire, Poison, and Steel. This type has not yet been discovered in these parts. However, just because something has not been discovered does not mean it does not exist. By default, this jump acts as though the Fairy type does not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well as bringing forth a new selection of Fairy type moves. You may also decide whether this type is common knowledge, or still undiscovered here.

[+100cp] *What's the matter, trainer?*

Whenever you engage in Pokémon battles, whether as a trainer or Pokémon, you will have to put up with an obnoxious commentator. Even in unofficial battles, one will manage to turn up somehow.

The commentator will provide inane, and occasionally distracting, commentary. They will get especially bad if there is any kind of lull in the action, asking whether the trainers are going to issue any commands. Your opponents never seem to notice this, and even if you go out of your way to deal with a particular commentator, a new one will show up to bother you in the next battle.

If you've purchased the *Personal Announcer* perk, the obnoxious commentary will come from that disembodied voice instead. Unfortunately, you are not able to toggle it off, or lower the volume, for the duration of the jump.

[+100cp] Lookalike

You look just like everybody else. It will be hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects. Should you possess it, the *Colour is the Name of the Game* perk (and perks that work in a similar way) do not function for the duration of the jump. I hope you weren't planning on looking too special, Jumper.

[+100cp] No Held Items

During battles, the Pokémon on your team (including yourself if you happen to be a Pokémon) are unable to use items of any kind.

Initially, this won't be much of a handicap. While legal, opponents will not typically rely on such techniques for the first few years of your stay. At that point in time, this tactic will explode in popularity, and you will definitely be a step behind.

If you took *Battle Revolution*, then you will be a step behind right out of the gate, as such tactics are already commonplace in Pokétopia.

[+200cp] Status Condition Shenanigans

During battles, your team (including you if you are a Pokémon or a direct combatant), lose any immunity to status ailments, such as poison or confusion, you might have, whether that comes from your Pokémon type or another source.

Techniques used by your opponents that are designed to inflict such conditions are more effective and likely to hit than they would ordinarily be. Additionally, being afflicted with one condition will not prevent your team being hit by another condition, even if it would normally be contradictory.

Even when the rules would normally limit how often one can inflict these conditions, your opponents will always be exempt.

Hopefully this doesn't make your battle experience too frustrating.

[+200cp] Type Troubles

The problem with a setting that straddles multiple Pokémon generations, is how the type matchup system operates. Namely, what happens to the Steel and Dark types?

By default, this jump assumes that both the Steel and Dark type exist, though they may not be officially classified until a few years into your stay. By taking this drawback however, things become murkier. Now, these types will temporarily cease existing whenever it would be inconvenient for you during battles. For pure Dark or Steel types, they are treated as Normal type when this occurs. This change occurs on a moment-to-moment basis during battle, based on what is worst for you, your team (if a Trainer), or your Trainer (if a Pokémon).

If you also took *A Fairy Tale*, the same applies to the Fairy type.

[+200cp] Rentals Only

Thinking of relying on overpowered Pokémon? Think again.

If you are a human, then you can only use Rental Pokémon in your team. Existing companions or followers are not allowed, even if they signed up as Rental Pokémon.

If you are a Pokémon, then during any Pokémon battle you participate in, you will be automatically nerfed to an appropriate level if you are above the power level of the opposing Pokémon. The other Pokémon on your team must be Rental Pokémon. Again, existing companions or followers are not allowed, even if they signed up as Rental Pokémon.

[+300cp] Round 2

Up for a real challenge?

By taking this drawback, you will find that Pokémon battles are much harder for you than they would ordinarily. Opposing Pokémon that you face are far more likely to be fully evolved (where it is within the rules for this to be the case), and where this is Rental Pokémon, their Moves will not suffer as a result. Opposing trainers are far more competent in general, and will put together better compositions of teams.

Rental Pokémon belonging to your team (including yourself) never benefit from this effect, nor will any Pokémon you are taking out of the jump.

[+300cp] Vs. Rival

A powerful trainer holds your chain hostage. If you do not beat them in a Pokémon battle by the end of your stay, you will fail your chain.

Before you can even challenge them, you must prove yourself worthy of their time. To do so, you must win against the final trainer on top of the Gym Leader Castle. You must also win every Cup on offer here. The specifics of these may change during your stay, but once you have one against the final trainer on top of the Gym Leader Castle, it doesn't matter if that trainer changes later, and once you have all currently offered Cups, it doesn't matter if the Cups change later. Attempts by you or

your allies to change either the Cups on offer, or the trainers found in the Gym Leader Castle, will invariably fail.

Once you have proven yourself worthy, then you may face this Rival trainer. They will use a team of Mewtwo, Ho-Oh, and Lugia, all incredibly powerful Pokémon. There is no cost to losing, and you may try as many times as you like, but this team will always be fully healed at the start of a battle. The Rival trainer and their Pokémon cannot be convinced to hold back or let you win.

It does not matter whether you act as a trainer or Pokémon, or a mix of both. You can even be a Pokémon your trainer never sends out, and for all but the battle with the Rival being a Pokémon that was not chosen to be one of the three in six will still count towards your objective.

If you took *Battle Revolution*, then the process of earning the battle with the Rival, and the Pokémon used by the Rival may differ. However, it will remain at least as challenging.

-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:

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

Next Game: 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.

There's a Japan-Exclusive Pokémon Stadium game?

Yes. The game released in the west is actually referred to as Pokémon Stadium 2 in Japan as a result. The original game is basically a feature incomplete version of what is called Pokémon Stadium in the west. This jump assumes that any events of that game are wrapped up into the first western release, however if you prefer you can have them occur separately. It makes no practical difference. Unless otherwise stated, assume Pokémon Stadium and Pokémon Stadium 2 is referring to the western names.

On In Your Prime:

From a gameplay perspective, *In Your Prime* is intended to be equivalent to Level 100. It is worded in such a way that you don't have to treat levels as an objective part of the world if you don't want to. The games themselves often play fast and loose with them, after all.

In Your Prime will not prevent you training beyond this apex if you possess an 'uncapper' perk, but possessing such a perk will not cause In Your Prime to grant additional power to you. Likewise, you can gain still power by training in ways that are not possible to ordinary Pokémon.

On Hold Items:

Here is a list of held items obtainable through the Hold Item option, and their effects:

- Berserk Gene: Boosts Attack but causes confusion.
- Black Belt: Increase power of Fighting-type attacks.
- Blackglasses: Increases the power of Dark-type attacks.
- Bright Powder: Lowers the opponent's accuracy.
- Charcoal: Increases the power of Fire-type attacks.
- Dragon Fang: Increases the power of Dragon-type attacks.
- Focus Band: Prevents a Pokémon from fainting occasionally.
- Hard Stone: Increase power of Rock-type attacks.
- King's Rock: May cause flinching.
- Leftovers: Recovers HP gradually during battle.
- Light Ball: Doubles Pikachu's Special Attack.
- Lucky Punch: Ups critical hit ratio of Chansey.
- Magnet: Increases the power of Electric-type attacks.
- Metal Coat: Increases the power of Steel-type attacks.
- Metal Powder: Raises Defence and Special Defence of Ditto.
- Miracle Seed: Increases the power of Grass-type attacks.
- Mystic Water: Increases the power of Water-type attacks.
- Nevermeltice: Increases the power of Ice-type attacks.
- Pink Bow: Powers up normal-type moves.

- Poison Barb: Increases power of Poison-type attacks.
- Polkadot Bow: Powers up normal-type moves.
- Quick Claw: Increases chance of attacking first.
- Scope Lens: Boosts critical hit ratio.
- Sharp Beak: Increases power of Flying-type attacks.
- Silver Powder: Increases power of Bug-type attacks.
- Soft Sand: Increases the power of Ground-type attacks.
- Spell Tag: Increases the power of Ghost-type attacks.
- Stick: Boosts critical hit of Farfetch'd.
- Twisted Spoon: Increases the power of Psychic-type attacks.
- Thick Club: Doubles the attack if held by Cubone or Marowak.
- Berry: Restores health. You can choose an Oran Berry if you prefer, which has the same effect.
- Bitter Berry: Cures confusion. You can choose a Persim Berry if you prefer, which has the same effect.
- Burnt Berry: Cures freezing. You can choose an Aspear Berry if you prefer, which has the same effect.
- Gold Berry: Restores health (more than Berry). You can choose a Sitrus Berry if you prefer, which has the same effect.
- Ice Berry: Cures burns. You can choose a Rawst Berry if you prefer, which has the same effect.
- Mint Berry: Cures sleep. You can choose a Chesto Berry if you prefer, which has the same effect.
- MiracleBerry: Cures any status condition (of the ones found in Pokémon battles). You can choose a Lum Berry if you prefer, which has the same effect.
- MysteryBerry: Restores stamina (PP).
- PRZCureBerry: Cures paralysis. You can choose a Cheri Berry if you prefer, which has the same effect.
- PSNCureBerry: Cures poison. You can choose a Pecha Berry if you prefer, which has the same effect.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon. They are similarly costed, and disqualified in the same places Legendary Pokémon would be. Ultra Beasts and Paradox Pokémon were not introduced until after these games.

So, what exactly happens here, anyway?

In Pokémon Stadium, an unknown trainer wins the Gym Leader Castle challenge, which consists of the Red/Blue/Yellow era Kanto Gym Leaders and Elite Four, with Blue as the final opponent. They also win all Cups. They are then challenged by and defeat a powerful Mewtwo.

In Pokémon Stadium 2, a different unknown trainer wins the Gym Leader Castle challenge, which has now changed to reflect the Gold/Silver/Crystal era. First are the eight Johto Gym Leaders, then the Elite Four with Lance as Champion, then the Kanto Gym Leaders, then ending with Red as the final

opponent. They also win all Cups. After this, they are challenged by and defeat Silver, who uses a team of Mewtwo, Ho-Oh, and Lugia.

Because of the changes between Pokémon Stadium and Pokémon Stadium 2's Gym Leader Castle mirroring the changes in Gym Leaders and Elite Four between Red/Blue/Yellow and Gold/Silver/Crystal, it can be assumed there is a three-year time gap between the events of each game.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a new perk: **Personal Announcer**. (ii) Adjusted ***What's the matter, trainer?*** slightly, to account for the Personal Announcer perk.

1.1
(i) Minor typo fixes.

1.2
(i) Minor typo fixes.

1.3
(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.