A Jumpchain CYOA by WoL_Anon

Ver. 1.2

After 300 years of ruling the RONDEVAL continent, the SYGH-VARTHS Empire is faced with a crisis. Since the 12th Emperor, Haysheen, ascended to the throne, corruption and brutality have spread through the Empire. The people suffer oppression, but their complaints have fallen on deaf ears. Haysheen and a select group of his underlings have been living in the lap of luxury. Their lavish lifestyle is supported by heavy taxation, which has pushed most of the populace to the brink. People on the fringes of the Empire have responded with rebellion and revolt. This uprising has extended as far as the northern part of the Empire on VAXI Island.

KINGDOM SIMULATOR OVERLOAD

SAFETY LOCK ENGAGED. BEGINNING TRANSITION TO MODE-2

…TRANSITION TO MODE-2 COMPLETE

KINGDOM SIMULATOR LOCK-IN MODE ACTIVATED

You arrive in this world as Yugi is woken by Shimon. You will be staying here for ten years (as experienced within the game world, not the wider world of Yu-Gi-Oh!), or until the game is shut down, whichever comes first.

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

You are a human, though perhaps not an ordinary one. In fact, it is quite likely you are a marshal, a commander of monsters, working for the Empire, the resistance, or perhaps as a bandit. You can elect not to be a marshal, by not picking up the related perk. In which case, you might be a trader or something else of lesser importance.

If you've taken a background in this setting, you could be one of the players invited to test a new game, now assigned a role within the game world. Alternatively, you could be a "non-player character", created for this game world with no history in the world of Yu-Gi-Oh! proper.

[Varies] Monster

You are one of the monsters that inhabit this world. Normally, a monster that was programmed into this game world can trace their origins back to the Duel Monsters card game, though this does not have to be the case for you. Your form is decided by you on purchase of this species. It can be a monster already present within the game world, a monster that appears in Duel Monsters but not in the game world (even one that does not yet exist in this time period), or something completely original. The only conditions are that your form cannot be smaller than Kuriboh, larger than Fortress Whale, grant additional powers beyond that which you are paying for, and that you fall into one of the seven "types" present in the game world (Spellcaster, Warrior, Machine, Fiend, Beast, Dragon, or Spirit), even if that type may not be immediately apparent to others.

For Free, you are amongst the weakest of monsters. Even at this stage, you could easily deal with several thousand human soldiers from a medieval time period. Such a fact has changed the way battles are fought here, so you shouldn't expect to face many humans directly. Without a strong marshal, or other advantages, you will struggle against other monsters. An example of a monster at this tier is Penguin Soldier.

For 200cp, you are the next step above this. Monsters of this tier are solid, but not special. A beginner marshal would be happy to have you, but you'll probably be rotated out should they build up any meaningful collection. Examples of monsters at this tier are Celtic Guardian and Hitotsu-Me Giant.

For 400cp, you are a pretty strong monster. While there are still some monsters above you, you are an important asset to nearly every marshal. Even amongst the strongest marshals, there are those that elect to use monsters at this tier due to their synergy with their other monsters, with the marshal themselves, or some other factor. An example of a monster at this tier is Summoned Skull.

For 600cp, you are amongst the elite. A true heavy hitter. The only monsters you will find greater than you are specific fusions or monsters that have been enhanced by special items, as well as the Egyptian Gods themselves. You'd be a great pick for any marshal with power like this. Examples of monsters at this tier are Dark Magician and Blue-Eyes White Dragon.

Whatever tier you choose, you still have room to grow. As you battle and gain experience, you will become more powerful and gain a better grasp of your natural abilities. While there is a point at which weaker tiers will not be able to keep able, a well-trained monster may still be able to punch above their weight with the help of a competent marshal. You may decide whether you are working with a marshal or a 'roaming monster' acting on your own accord.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Makhad

A port city on the western edge of Vaxi Island. Yugi will begin his adventure here.

[2] Tsughut

The capital of Vaxi Island. It is currently controlled by Kepulia.

[3] Enno

The largest fortress in the Empire. In Yugi's story, he will reunite with Joey here. In Kaiba's story, this is where Kaiba will do battle with Yugi.

[4] Uruvie

A canyon to the north of Enno. In Yugi's story, he will rescue Tea Gardner here. In Kaiba's story, this is where Kaiba will slay Marthis.

[5] Maryah-Denn

In Yugi's story, these fields will host a battle between the resistance and Scott Irvive, resulting in Yugi's friends being mind controlled. In Kaiba's story, this is where he will first battle as a marshal.

[6] Nonnber

This castle, east of the capital, was once the seat of the imperial family, prior to its fall in modern times. In Yugi's story, this is where Yugi and Kaiba will do battle.

[7] Sygh-Varths

The capital, from which Emperor Haysheen rules. Seto Kaiba will begin his adventure here.

[8] Free Choice

Lucky you! You may choose to begin anywhere on the Rondeval continent or Vaxi Island.

-Perks-

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

Human Perks

[Free and Exclusive to Humans] Marshal Ability

You possess a rare trait, only held by a small number of humans. This trait defines you as a marshal. The monsters of this world can instinctively tell that you possess it, and typically will not follow the commands of those without it – even if they would otherwise be aligned. Of course, this does not guarantee that a monster will join up with you; monsters have their own motivations and their own criteria for serving a marshal.

As a marshal, you are able to enhance the combat ability of up to three nearby monsters. It is for this reason that you will not see marshal commands teams of more than three monsters. Just as a monster can grow in power by battling and gaining experience, so too can you improve your talent as a marshal by having those you support with this ability battle.

A marshal can passively buff the "battle points" (attacking power and durability), "life points" (vitality), and "action points" (speed) of those they are supporting with their ability. The "skew" of these buffs varies by marshal; one marshal might be great at improving the speed of their monsters, but aren't as effective in other areas, for example. On purchase of this perk, you can decide how your support skews – or doesn't; a balanced support is also an acceptable choice.

Your development as a marshal is not dependent on using the same monsters over and over; many marshals will change their team depending on the monsters available and the needs of the moment. However, monsters you connect with (whether a natural affinity or a bond forged through effort), get the most out of your support.

Post-jump, you will be able to extend your support to anyone, not just monsters.

[100cp, Free for Humans] Ready for RTS

While it might be nice to take your time and plan things out, things change quickly on the battlefield, and you do not always have such a luxury.

Fortunately for you, you are good at thinking on your feet, and can maintain your composure even in stressful or unusual situations. Perfect for when your enemy pulls of an ambush, or when you find yourself trapped in a virtual world.

[100cp, Free for Humans] Expy Emergence

Why did Scott Irvine choose to fill his world with knock-offs of existing people, such as Pegasus or the Ishtars? Who knows, but thanks to this perk you can continue to experience the same phenomenon wherever you go.

From now on, you will find that random individuals have been replaced with copies of important or interesting people you have met in the past. These replacements will possess the same or similar

names, appearances, and personalities, accounting for their position in this world. The replacement will not have any new powers or superhuman abilities as a result of this change.

These replacements only ever seem to occur for those who are unimportant 'background' or 'side' characters, and will never screw you out of seeing someone you would want to see. These changes do not make a setting any more or less dangerous, and will go unnoticed by everyone other than you unless you choose to specifically bring it to the attention of others.

You can toggle this effect whenever you like, though doing so does not cause any replacements you have already encountered to be undone.

[200cp, Discounted for Humans] Gamer's Intuition

This game world offers much to those willing to move off the beaten path, and you are just the person to take advantage of it.

Whether honed by years of gaming, or naturally developed, you have a 'sixth sense', that alerts you when 'secrets' are nearby. This could be a hidden area, a concealed treasure, a rare enemy, or the like. Unfortunately, this intuition does not tell you how safe it is for you to pursue these secrets, so you'll have to exercise proper judgement on when to do so – it might not always be prudent to engage in combat with a rare monster whilst you are also participating in a large-scale battle, though it may pay off in the long term.

[200cp, Discounted for Humans] Interview via Combat

It can be hard to win the respect of a monster intent on fighting, but thanks to this special quirk you have picked up, you'll find it easier than most.

Now, whenever you are in combat, your nobler traits stand out to those around you that you intend to impress, putting you in the best light possible. Effective tactics highlight your intelligence and clear thinking, concern for your allies highlights your kindness and compassion, charging headfirst into battle highlights your courage and resolve, and so on. This effect extends to situations where you may not be directly fighting personally, but instead are directly commanding others to do so on your behalf. For example, acting as a marshal as it is done in this world will count.

[400cp, Discounted for Humans] Marshal Law

One cannot declare a direct attack while there are still monsters to deal with. Now, this rule applies to you.

During any battle in which you are commanding others against an enemy, the enemy will never choose to attack you, instead focusing on the allies under your direct command until they are defeated. On top of this, you will never find yourself caught up in collateral or accidental damage as long as this protection remains in place, so as long as your team can hang in there, that Egyptian God won't be incidentally harming you with its massive destructive power. This protection is activated at the start of a battle and, if voided, cannot be reactivated until the next battle.

There are several conditions to this protection. Firstly, in order to count as an ally, the individual must be deliberately serving under your command. Merely fighting the same enemy is not enough. Secondly, whilst you may provide support to your allies (be it by issuing commands, healing, or even enhancing their abilities), attacking the enemy yourself, or deliberately placing yourself between your allies and your enemy will void this protection until the next battle. Thirdly, your allies remain in relatively close proximity to you in order to maintain the protection. Allies too far away from you will not count, and should all allies move away from you, the protection will be voided until the next battle. Lastly, should there be multiple powers of this nature in play, that leave an enemy unable to target you or any of your allies, this protection will automatically be voided until the next battle. Magician's Valkyria is not yet present in this world, after all!

You may toggle the effects of this perk off whenever you like, in the event you would actually wish to draw the attention of your foes.

[400cp, Discounted for Humans] Slap Some Sense Into 'Em!

Isn't mind control just the worst? All your friends turned against you, and before you could even tell them how you really feel! The solution to this is now at your fingertips, in more ways than one.

From now on, whenever you beat someone in combat, you can remove any kind of undesirable brainwashing, or other forms of mind control, from them immediately. Perhaps that fist upside the head knocked the mind control right out of them?

Further, should the mind controlled target not battle directly (such as if they are a marshal who relies on monsters to do the actual fighting), then defeating them by proxy – whether it is you defeating their subordinates or subordinates of your own doing the dirty work – will also allow you to remove unwanted mind control effects.

[600cp, Discounted for Humans] Master of the Egyptian Gods

You are one of the rare few that can safely wield the Egyptian God monsters, both from this and other Yu-Gi-Oh! worlds.

In general, you'll find that gods, and beings of a similar nature, are naturally positively disposed to you. As long as you aren't intentionally trying to offend or upset them, they will be willing to overlook problems in the manner you address them. Even notably cruel gods will give you a pass. However, should you provoke these beings or knowingly act against their interests, any pleasant treatment this perk may have afforded you will quickly disappear.

Monster Perks

[100cp, Free for Monsters] Movement Type

Choose one of the following effects:

- Land: You specialise in travelling over land, and find you are able to cover more ground in the same period of time than you would otherwise.
- Water: You specialise in travelling through water. If you did not prior, you are now able to swim with any form you possess (you can safely travel through water with forms that would be normally damaged by such an action, though drowning remains a possibility). You also find that you are able to cover a greater distance through water in the same period of time that you would otherwise. However, during this jump only, you are somewhat slower on land, covering less ground in the same period of time.
- Flying: You specialise in flying through the air. If you did not prior, you are now able to fly with any form you possess (for forms without wings or an equivalent, this is simply an innate ability). You also move faster generally. However, during this jump only, you are especially vulnerable to anti-air defences.

[100cp, Free for Monster] Personal Inventory

You might be wondering how many monsters carry around healing potions or magic items when they lack arms. Well, thanks to this perk, you can pull off a similar feat.

You now have access to a personal pocket dimension, which you can use to store up to three items. Each item must be something an ordinary human can carry in their hands. You cannot store living things inside this space.

In order to put something into the space, you merely need to be in physical contact with it and will it inside. Retrieval is similarly easy; just will the item out and it will appear in your hands (or nearby if that is not possible or convenient).

[200cp, Discounted for Monsters] Team Leader

You have gained the ability to share your movement speed with up to three nearby allies, changing theirs to match your own. If you possess the Movement Type perk, you can also share the chosen effect with your allies. Thanks to this, you can ensure that your team is able to keep pace with you as you move around the battlefield.

During combat encounter, the movement speed of your allies returns to normal, though they retain the benefit of your Movement Type perk if you are sharing it with them. While you are sharing your movement speed or Movement Type perk with an ally, they lose access to their Movement Type and Team Leader perks, should they possess them. You cannot use this perk on an ally that is already benefiting from another sharing their movement speed or Movement Type perk with them.

[200cp, Discounted for Monsters] Adept

You have a favoured fighting condition, such as a type of terrain or time of day. This is chosen on purchase of this perk.

When you engage in combat while meeting said condition, you will experience a moderate boost to you attacking power, durability and speed. This boost is relative to your natural ability, so a wise marshal will seek to have you battle in these circumstances whenever possible.

[400cp, Discounted for Monsters] Combination Attack

By forging a strong bond with someone you fight alongside, the pair of you are able to develop a special attack. Not only does this attack deal more damage to a target than both of you attacking together would ordinarily, but the attack has a large area of effect, allowing it to hit multiple targets at once. The only downside is that it is quite exhausting for you when you draw on such a bond, though in most cases you'll find it worth the effort.

You can also develop a triple attack if you have bonded with two others, though in this case the other participants must have also bonded well with each other. This acts as above, but is even more powerful. In this world, a trio of monsters at a lower tier utilising such an attack would find themselves a match for those one or even two tiers of power above them, as is the case with the Harpie Lady Sisters and their renowned Triangle Ecstasy Spark.

[400cp, Discounted for Monsters] Healer

You have a comprehensive knowledge of the medicine and healing techniques employed in this world. This includes the creation of both Blue and Red Medicines, as well as a secret remedy belonging to the goblins. These potions can restore the health of the drinker and recover them from various ailments, including confusion, poison, paralysis, and temporary blindness. You will continue to be able to make these after you leave this world using ingredients found on a typical Earth. If you possess any magical ability, you will be able to channel it directly into healing others as well, though such an act is exhausting and should be done sparingly.

A monster with skills like these might be one of the few to find purpose off the battlefield. The resistance and Empire alike will be happy to pay for your services as a healer.

[600cp, Discounted for Monsters] Sworn to Serve

Perhaps as a result of a pledge you made in another life, or as the result of a long-lost love, your destiny is entwined with that of another.

As a result, the two of you are drawn together constantly by circumstance. Even if this person was suddenly flung into another world, some opportunity will arise to allow you to follow them there. During your chain, this will not allow you to move between jumps under any circumstance.

Attempts to keep you apart by trickery, banishment, or the like will only delay your reunion, not stop it outright. While either of you can still be killed, if this person would be put in mortal danger there are good odds that you will arrive in time to at least attempt to prevent their end.

Should beings be deliberately made in your likeness, such as a clone or a program designed to emulate you in a virtual world, these beings will naturally be positively disposed towards this person, though they can still choose or be forced to fight them depending on the circumstances.

You do not need to choose which individual this perk is targeting right away; you can do so any time after purchasing the perk. If for some reason you become unhappy with this choice, don't panic. Once per jump, you may change the individual targeted by this perk. Post-chain, you may do so every ten years.

General Perks

[200cp] Discount

You are extremely competent at haggling, able to get the best deals possible. Strangely, your ability to haggle with others even extends to robots or AI; I suppose the traders in this world are programs, after all.

[300cp] Constructor

You have learned how to replicate the fortifications used in this world. This includes the anti-air and anti-ground turrets that are effective against the monsters found here (and happen to resemble them as well). With access to magical power, you could also replicate the special Castle Walls that defensively buff allies that fight within the vicinity of them.

Your knowledge of these defences is such that even when working with those in this world that can build them, you will be able to find more efficient means of achieving the same outcome – in the process saving precious resources that could be used elsewhere.

-Items-

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

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

Human Items

[100cp, Free for Humans] Marshal Orbs

You have acquired a small wooden box. Built into the lid is a glass orb, representing you.

As you use your marshal ability to empower others, additional orbs will be added to the box, each representing an individual you have empowered in the past. No matter how many orbs are added to the box, it will never have any issues storing them, it will never become heavier, and you will never have difficulty retrieving the orb you are looking for or telling which orb represents which person.

As you grow closer to or become more attuned with another, the colour of the orbs can change. In some cases, your orb will move closer to your colour, in others their orb will move closer to your colour, and sometimes both orbs will slowly move towards each other. In fact, this box is an odd yet accurate method of gauging how effective your marshal ability will be when used on others. The closer the colours of your orb and the individual's orb, the greater the effect. Perfectly matched means the individual will gain the maximum possible benefit from your marshal ability.

Post-jump, you will also gain orbs for any companions you have or acquire (a companion purchasing this item get orbs for Jumper and Jumper's companions) if you did not have them already. In this way, even if you lack the marshal ability, the box serves a fun conversation piece that can track how well you are getting along with others, in broad terms.

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

[200cp, Discounted for Humans] Dian Keto the Cure Master

This is a special talisman, imbued with the power of Dian Keto the Cure Master. Using it, you can fully restore the vitality of up to three nearby allies at once. However, the item must recharge for 24 hours before it can be used again.

However, why take the talisman when you can have the Cure Master herself? If you prefer, on purchase of this item, you can instead elect to be accompanied by Dian Keto the Cure Master. You may decide whether she appears as an old woman, or a younger one with a more "modern" look. In either case, you'll find that she has zero combat ability beyond that of an ordinary human. She does possess her healing ability, which functions as the talisman with the same 24-hour cooldown.

If you chose the talisman, should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If you chose Dian Keto herself, she counts as a follower, but may be imported as a companion in future jumps. You may only import into this item if choosing the talisman.

[400cp, Discounted for Humans] Polymerization

You have acquired three copies of the magical item known as Polymerization, which contains the power of fusion.

When used, Polymerization can fuse two to three willing individuals, bringing them together into a new form of which control is shared by the fused parties. You cannot fuse those who are already incapacitated. While a Polymerization you find out in the world is limited in what in can fuse, these ones can fuse any kind of creature together. Once a Polymerization is used, it loses its magical charge, and can't be used to fuse again.

The power and appearance of the new form depends on the participants, but you can be assured it is always at least somewhat more powerful than the greatest participant. The fused form always emerges in perfect health, even if a participant was damaged. It typically gains a few additional abilities, such as a brief period of passive regeneration, or a new special attack.

This fusion is ultimately temporary. Generally, it can last a single combat encounter before splitting back up, though the participants may willingly defuse early. If the fusion is ended in either of these

ways, the participants return to the state of health they were at before the fusion. If the fused form is incapacitated or killed, the fusion immediately ends and the participants are all incapacitated or killed.

Once a week, any Polymerization that has been used will recharge, allowing it to be used again. Should any of them be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement Polymerization will not arrive charged if it is replacing one that was unusable.

[600cp, Discounted for Humans] Castle

This large castle town is located somewhere close to your starting location. You are officially its ruler, and until you've taken action against the resistance or the Empire, both sides are content to leave it alone.

It has been improved and fortified. It is equipped with both anti-air and anti-ground defences, each intended for use on hostile monsters. The Castle Walls not only protect it, but provide a magical bonus to allies fighting inside it, enhancing their defensive capabilities. It will retain any further upgrades you provide it.

The town has some services available as well. A Mystical Elf has set up here, offering those who would pay her fantastic healing ability. A trader operates here too; he will sell items that can be bought or commonly found in the world the settlement is currently located in. His stock rotates weekly, so check back often. Both the Mystical Elf and trader count as followers, but cannot leave this location. You are free to limit who can use these services, but you must pay to use the services yourself, and do not receive any of their profits.

The castle proper features a lavish throne room, as well as luxurious quarters for you and your court. You can feel like a real Emperor here!

Inactive companions may even reside here, but cannot leave the settlement.

In future worlds, you may choose for the settlement 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 settlement 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.

Monster Items

[Free and Exclusive to Monsters] Personal Equipment

For some monsters, their power is not solely derived from their body, but at least in part from equipment they always seem to have on hand. Flame Swordsman, for example, relies upon the flaming sword for which he is named.

By taking this item, you may shunt some or all of the power acquired via your species purchase into a set of equipment made just for you. Whether this takes the form of a weapon, armour, or a

combination of both is up to you, but it won't leave you any more powerful than you would have been if you ignored this option entirely.

As this equipment is essentially part of you, others will be unable to use it effectively unless you want them to, and it always seems to be nearby whenever you need it, no matter how improbable that might be, even if it was destroyed but a moment or two ago.

[100cp, Free for Monsters] Equip Spell

This magic item confers a minor boost to your attacking power.

On purchase, you must choose a type of monster for it to be effective for. This is probably the same type of monster as you (if you are a monster), but does not have to be. The appearance of the item varies based on this choice, for a Warrior it might be a Legendary Sword, for a Spellcaster a Book of Secret Arts, and so on. Despite its appearance, the item does not have to be actively used in order to provide its boost to you, merely carried on your body or stored in a personal inventory (or similar space) if you have one.

While the magic item will work for all monsters of the chosen type, it will also always work for you, even if you aren't a monster or happen to be of a different type.

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

[200cp, Discounted for Monsters] Healing Item Set

A set of three different healing items. The first two are different varieties of potions. One is a Red Medicine, which can fully restore an individual's vitality. There is enough of it for three uses. The other, a secret remedy of the goblins, will cure any status ailments (excluding being incapacitated, knocked out or killed) an individual is experiencing. There is enough for six uses. The final item is a special ankh. It can be used to revive someone who has been incapacitated or knocked out, restoring about half of their overall vitality. It can be used once.

In addition to direct usage, the items can be used whilst they remain inside a personal inventory (or similar space), by the owner of that inventory, and can be used both on the user (though someone knocked out will find it difficult to revive themselves), and on nearby allies. Perfect for that dinosaur monster whose stubby hands struggle to hold or open a bottle.

Once a week, these items will regain their uses, with the potion bottle refilling, and the ankh recharging with magical energy. Should any of the items be lost or destroyed, a replacement will appear in your Warehouse after 24 hours, with the same amount of uses as the previous item.

[400cp, Discounted for Monsters] Class Change Item

You have located a rare and powerful item. The form it takes is determined by you, on purchase of this item. It could be notes on performing a magical ritual with accompanying materials, a special metal alloy, an undead curse, or something entirely original. Whatever it is, there is enough for a single use.

What it does is change an individual's form, granting them a significant boost in power as well as changing their properties in some manner. This too is decided by you on purchase of this item. For example, the metal alloy could bond with the user, turning them into a machine, the undead curse could zombify the user, and the ritual could imbue the user with the power of Chaos Magic.

For the duration of this jump, this change of form is permanent. Think carefully about how you wish to change and when you want to do it. Post-jump, the change caused by this item becomes a transformation, which you can exit and enter as you please, in any form.

At the start of each new jump, you receive an additional use of this item. Post-chain, this occurs every ten years.

[600cp, Discounted for Monsters] Challenge Mode Room

This special simulation room has been attached to your Warehouse, or another property you possess.

The simulator can recreate any of the battles that occur during Yu-Gi-Oh! The Falsebound Kingdom (i.e., the battles that will occur if you do nothing and let the plot run its course). If you choose to participate in any battles during your stay in this world, these battles will also be added to the simulator.

For each battle simulation, you are able to alter the general "power level" of the participants, anywhere from the weakest marshals found in this world all the way up to the maximum level of power this world would generally afford. In battles you participated in, the highest setting may go beyond even this. Adjusting the power level may cause marshals to adjust their team compositions in order to accommodate the chosen setting. Additionally, anyone using the simulation can choose to replace a character normally appearing in a given battle, or to act as a new participant on their preferred side.

While you may not bring out any items you did not take in with you, the simulation nonetheless provides a good opportunity to practice battle tactics and train. A safe opportunity too, as true death will never occur inside the simulation; those that are "killed" will instead be ejected from the simulation, no worse for wear. The room also scores and tracks your performance in each battle, allowing you to compete against your friends (or yourself) to complete battles more effectively.

In each future jump, you may choose to move this room to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the room be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

General Items

[50cp] Yu-Gi-Oh! The Falsebound Kingdom Game Bundle

A game within a game. This bundle contains:

- A 2002-era television.
- A Nintendo GameCube, and all needed cables.
- A Nintendo GameCube controller.
- A copy of Yu-Gi-Oh! The Falsebound Kingdom.
- A choice of one of the following sets of three promotional Yu-Gi-Oh! TCG cards: “Zoa, Metalzoa, Goblin Fan”, “Fairy King Truesdale, Kinetic Soldier (or Cipher Soldier), Slate Warrior”, or “Sinister Serpent, Harpie’s Feather Duster, Slate Warrior”. These are ordinary trading cards, and offer no special properties.

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

[50cp] Card Collection

A set of Yu-Gi-Oh! TCG cards. Every single monster that appears in the Yu-Gi-Oh! The Falsebound Kingdom game is represented in the set, even class changes and fusions. Even the Egyptian God Cards are present; on purchase of this item, choose whether you receive the uniquely coloured promo versions that are not useable in duels, or the modern playable versions.

Additionally, if anyone took the Monster species/Origin, you will receive an original card based on each of them and their purchases here.

All of these are ordinary trading cards, and offer no special properties.

To store your cards, you also receive a Yu-Gi-Oh! The Falsebound Kingdom branded card album. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

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

[50cp] ↑↑↓↓←→←→BA

Yu-Gi-Oh!!!

You’ve suddenly come into possession of a bag of gold coins! It’s enough to buy a magic item at the level of a Legendary Sword, but not much beyond that.

This is a one-time allocation of funds, so spend it wisely.

[50cp] Start of Mission Map

This is a map of the entire game world. The holder of the map can cause it to pinpoint their current location in the world, a great help for those who aren't great at navigating. The holder of the map can also cause the various regions to glow with a green colouration, which can help serve as a visual aid when explaining strategies or recapping events to others. Outside of this world, the map has far less practical value. Perhaps it will serve as a souvenir of your time here?

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

[400cp/600cp/800cp] Egyptian God Items

Requires the Master of the Egyptian Gods perk.

You have found one of the three Egyptian God items. Each one related to one of the three Gods. The Soul of Obelisk is for Obelisk the Tormentor. Slifer's Orb is for Slifer the Sky Dragon. The Eye of Ra is for the Winged Dragon of Ra.

These items can only be used by those considered worthy. Fortunately, by purchasing this here you will always be considered worthy of it. Each item can be used once a week to summon its respective God to fight once on your behalf. Without knowledge of the Gods, this might seem minor, but in fact this is a huge boon.

Each of the Gods is absolutely huge, making even the largest monsters like Fortress Whale and Gate Guardian seem like a pet in comparison. While not invincible, each God on its own is an extreme threat even to multiple teams of the most powerful monsters in this world. Should the God somehow be incapacitated or killed it will disappear, but you will still be able to summon it again next week.

Additional purchases of this item are 200cp each, and each Egyptian God item may only be purchased once. Should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours; this won't let you summon a God early. You cannot import into the Egyptian God Items.

-Companions-

[Free] Your Team

Whether it is a monster to fight beside you or on your behalf, or a marshal to command you, it is expected that you will have allies in this world to call upon. You are entitled to three free purchases of any of the 50cp companion options. Companions cannot use this option.

[200cp] Additional Allies Bundle

A special deal for those wanting many allies. This option allows you to purchase any five 50cp companion options, for the price of four. This special deal may only be taken once. Companions cannot use this option.

[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 Monster 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 Monster 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.] Human Recruit

For 50cp each, you may take any named human character appearing in Yu-Gi-Oh! The Falsebound Kingdom, 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.

[50cp per.] Monster Recruit

For 50cp each, you may take any monster you or your companions have bonded with along on your journey as either a companion or follower (if the monster bonded with a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which monsters fill these slots right up until the end of the jump. You cannot recruit the Egyptian Gods via this option, and if you wish to recruit an in-game fusion, you must recruit each component monster.

-Drawbacks-

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

[0cp] Jumper History

Have you visited the world of Yu-Gi-Oh! before? Using this toggle, you can incorporate your actions in any applicable Yu-Gi-Oh! or Duel Monsters jump or jumps into this one. Under no circumstances will this cause this game world to not exist, nor will it prevent any characters from being brought into the game world. Provided these two conditions remain true, you may resolve any inconsistencies in a manner of your preference.

[0cp] Story Selection

By default, this jump begins at the start of Yugi's story, and the version of the events of his story take priority when they conflict with Kaiba's.

With this toggle, you can instead elect to arrive at the start of Kaiba or Joey's story. You can also decide which stories take priority when smoothing out inconsistencies.

[0cp] Assigned Role

Requires Human Marshal.

Not only were you brought in from outside the game world, but it seems a specific role was already planned for you. Using this toggle, you may elect to replace any marshal character, other than Haysheen, Scott Irvine, the Dark Spirit (DarkNite/Nitemare), or a character from the original Yu-Gi-Oh! manga or anime. This will not grant you anything that you have not purchased for yourself, such as any monsters normally serving that marshal.

Imported and Created Companions may also take this drawback if they like, but each person taking ti must replace a different marshal.

[+100cp] Money Troubles

Whether it be due to the oppressive taxation of the Empire, your resistance or imperial allies allocating resources poorly, or just bad luck, you'll find yourself amassing a lot less money than you would ordinarily have.

You'll have to spend wisely, haggle well, and cut corners where you can if you want to make up for this shortfall.

[+100cp] Second Playthrough

Did you miss a training camp or something?

Due to this drawback, all enemy monsters you or monsters under your command face in combat are somewhat stronger than they would be otherwise. It is far from insurmountable, but you'll have to step it up if you wish to grasp victory.

This power boost only persists during these battles. While this does mean that any monster you recruit will not retain it, it also means that it won't hamper your allies fighting elsewhere, so you won't have to be everywhere at once.

[+100cp/+200cp] ***You appear to be suffering from memory loss.***

You have lost any knowledge you have relating to Yu-Gi-Oh! The Falsebound Kingdom, though you retain your knowledge relating to the Yu-Gi-Oh! franchise in general. This means, like Yugi and his friends, you'll be quite confused when you first arrive here. If you have purchased the Yu-Gi-Oh! The

Falsebound Kingdom Game Bundle, you will not receive it until the end of the jump. Hopefully you are able to find your feet.

For an additional 100cp (a total of +200cp), you will instead lose *all* knowledge related to the Yu-Gi-Oh! franchise. You are definitely going to be confused now, but perhaps the thrill of discovery will make your stay more enjoyable?

[+200cp] ***Those who claim to control the gods are in fact controlled by the gods.***

A quote from Alexander Irvine, and one that could very well apply to you after taking this drawback.

Whatever the cause, you have become obsessed with the idea of commanding the Egyptian God monsters. Should you manage to get one at your beck and call, you won't want to give it up under any circumstances. Without serious effort on the part of you and your friends, it will be difficult not to slide into dangerous thinking, the kind that would lead you to sacrifice the lives of innocents to get your hands on an Egyptian God, even if you already had one or more by your side.

[+200cp] Roaming Monster Rampage

Whenever you leave a settlement, you will find yourself regularly beset by wild monsters. At least once each day, you will encounter a group of three monsters. These monsters cannot be recruited by you, or to any cause; they exist simply to get in your way, and harm you if you are careless.

You may still meet and recruit other roaming monsters; these encounters will not count towards those caused by this drawback. Fortunately, you will always know when an encounter has been specifically caused by this drawback, so you know not to waste time talking things out. Unfortunately, these encounters can occur even during larger scale battles, which may throw a wrench into your plans.

[+200cp] Action Point Limit

In any combat encounter, you are limited to two actions. This could be an attack, using an item, guarding, or any similar actions. If you did not defeat the enemy with these two actions, you will either have to rely entirely on your allies to finish the job, or retreat from the encounter and regroup in order to regain your actions.

If you are a marshal, or acting in a similar role where you are not battling your enemy directly, then this drawback will instead apply to those you are directly commanding in any given combat encounter. Not giving out proper orders will not get around this limit, so try to make the best of your allies' limited actions.

[+300cp] Servant of Scott

Oh no! Scott Irvine has managed to mind control you, right off the bat. Your starting location is overridden, putting you right next to Scott. If you are a monster, Scott will keep you in his team. If you are a human, he will send you out into the world as his agent.

Should you be defeated in battle, either directly or when acting as a marshal, Scott's control over you will end. Any allies you have brought into this jump retain their own minds, and may act to free you. Your actions will also likely put you in opposition to the resistance, who may accidentally break Scott's control by battling you, if they are capable of it. Hopefully you won't cause too many problems in the meantime.

[+300cp] Soul of Jumper

You are reduced to your Body Mod, and any purchases you have made here. Additionally, if you chose the Monster species/Origin, any power you received from your chosen tier is also sealed away.

There is a way to access what has been taken from you. As you enter this jump, you will find yourself in the possession of a strange magical object. When used, it will restore you to your full powers, but only for a few minutes, after which time it is unusable until the following week. This item can be used by others besides yourself, which causes the same effect of restoring your power. Be careful not to let it fall into unworthy hands, lest they waste your precious time at full power, lose it, or destroy it.

Post-jump, your power will be returned to you, even if the object was destroyed. If it wasn't, you can keep the now completely mundane object as a memento of your time here.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Keep Playing: You choose to remain in this world. Your chain ends here. As a special consideration, the game world will continue indefinitely (even if it was shut down), and you and anyone else you like can freely move between the game world and the wider world of Yu-Gi-Oh! as you please.

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

Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

When does this take place?

The events of this jump take place after the Battle City Tournament is concluded. It is unlikely that the following anime exclusive arcs (Waking the Dragons, Grand Championship, and the Pyramid of Light movie) have occurred yet, as they are not referenced or have characters appearing. There are some minor changes from the main timeline, such as Scott Irvine being a different interpretation of Chief Kuwabara/Engineer A, and Isono/Roland betraying Kaiba here when he would otherwise remain completely loyal.

On Monster Power Levels:

While the game world does take from the Duel Monsters card game, it is not a 1:1 translation. 'Effects' of monsters aren't really applicable; a monster won't automatically lose if they stumble onto a Man-Eater Bug, for example. Without certain card mechanics in play, some monsters become much better and others become much worse. Additionally, some monsters are changed slightly, such as not being considered a fusion, or a case like the Gemini Elf monster being considered two separate monsters.

When determining which tier a monster belongs to, a good rule of thumb is to first look at their Level, with 1-2 being Free, 3-4 being 200cp, 5-6 being 400cp, and 7+ being 600cp. This serves as a rough guide for their placement. Newer cards may have to be a tier higher due to the natural powercreep of the card game, though without their card game-based effects this is not always going to be true. If you are thinking a monster is really good value for the cost, it might be worth adjusting which tier you are planning to treat it as.

You are free to buy a monster at a high or lower power level than what it might typically be worth. Newer 'boss monster' cards will likely have to be weaker even at the 600cp tier to begin with, but you might also just like an aesthetic and don't care about the power, or like an underpowered monster and want it to be a bigger deal.

Just try to have fun with it.

On the Class Change Item:

If you choose a form change that turns you undead, you don't have to worry about it chain failing you, though you will still be able to be destroyed and 'die' that way.

While the items this is based off are normally limited to a handful of viable targets, the item you purchase here can be used on whoever you would like, even if they are not a monster.

What's an in-game fusion?

In the game world, some monsters that are usually considered fusion monsters (such as Bikuribox) are not treated as fusions. Other monsters that are not normally considered a fusion (such as Cosmo Queen) are. "In-game fusion" refers to a monster that is considered a fusion within the game, not within the card game or elsewhere.

On Anime/Manga Characters:

Not all anime/manga appearing in the game world are the real deal. For example, Pegasus is specifically called out as an NPC. At the same time, other characters that aren't directly shown being moved into the game (Yugi's gang, Kaiba, Mokuba) are from the outside world. Both Weevil Underworld and Rex Raptor have "real world" knowledge and were thus likely trapped in the game.

For characters where there is no clear answer, feel free to decide for yourself whether they are "real" or not.

On the nature of this world:

This world is a game world created by Scott Irvine. It experiences significant time dilation, explaining how Joey's story can happen so much earlier than Yugi's, despite entering the game about the same time, and how what is likely months' worth of events occur in what is likely a single evening in the real world.

You are free to determine whether any abilities you have that can take advantage of a 'digital world' or the like are applicable here.

So, what exactly happens here, anyway?

The story of Yu-Gi-Oh! The Falsebound Kingdom is told through three different perspectives: Yugi, Kaiba, and Joey. Yugi and Kaiba's stories appear to occur at the same time. Joey's story meanwhile acts as a prequel, and is shorter. There are various inconsistencies between the three stories, primarily between the Yugi and Kaiba stories.

Yugi's Story:

Yugi, Joey, Tristan, Tea, Bakura, arrive at SIC Domino Labs. This is a foreign game company that only recently began operating in Japan, and is comparable to Kaiba Corporation. Yugi was invited in order to test the new Duel Simulator "Kingdom", due to his performance in the Duelist Kingdom and Battle City tournaments, and was allowed to bring his friends along with him.

On the way inside, the group realise that their escort is a former Kaiba Corporation employee. The employee shows the group the simulator. As a prototype, it is using the Duel Disk for packaging. Yami Yugi expresses suspicion, but is shrugged off by Yugi. When Yugi enters the simulation however, it quickly experiences an "error" of some kind, locking him inside it.

Yugi comes to in the port city of Makhad on the western edge of Vaxi Island. He is woken by Shimon, who takes Yugi not understanding what is going to be some kind of memory loss. He explains the Yugi is the leader of the resistance in Makhad, and Yugi passed out whilst they were planning their next attack. Having split the empire's forces, Yugi is needed on the front line as a marshal. Shimon explains that marshals are able to control monsters, and battle by pitting their monsters against the monsters of the enemy. As each monster has the battle power of several thousand human soldiers, it is through the actions of marshals that battles are decided. Marshals are rare; within the resistance there are but three (Yugi, Shimon, and Fizdis). Shimon believes that Yugi's ability to command monsters may be diminished due to the memory loss, and he will have to work his way back up to full strength.

Internally, Yugi and Yami Yugi discuss how to proceed. Speculating that reach the ending of the game may be the key to escaping, they decide to play along with the role assigned to them for the time being.

Shimon runs Yugi through the basics as they defeat Etos, allowing them to secure the resistance in Makhad. Before the Empire can strike back from Tsughut to the east, the resistance chooses to head towards the south of Vaxi Island, in order to free a large agricultural village. General Sebeckal, a fierce imperial general in the area, but only has a relatively small force with him. After defeating him, Yugi finds Tristan. Tristan says that he and others have also been trapped in the game. They encountered Seto Kaiba, who is working for the Empire, and after being defeated by him chose to split up. As they were all part of the resistance, it is decided that continuing to battle the Empire is the best chance of encountering them. Tristan joins up with Yugi.

Having freed the farmlands, the resistance has control over the western half of Vaxi Island. Meanwhile, Kepulia, ruler of Tsughut in the east has re-established order in the capital. Kepulia dispatches his trusted marshal Granus in order to defeat the resistance. In order to deal with this, Yugi and the others decide to lay a trap at an empty fort the enemy is planning on moving into. Using this tactic, the resistance is able to cripple Granus' forces, and ultimately defeat Granus himself. After this, the resistance moves on to Tsughut itself. In order to take the castle, the resistance first takes over nearby settlements; in the process they meet Bakura, who reveals a hole in Tsughut's defences. Bakura infiltrates the castle and sets a fire whilst the resistance hold position, allowing the resistance to move in and defeat Kepulia. Bakura joins the group.

With Vaxi Island serving as a firm power base, the resistance aims to move across to the mainland. General Secmayton of the Empire leads a small unit, planning to stop them crossing the water. Ultimately, the resistance triumphs and also encounters Mako Tsunami, who joins them.

The resistance secures a foothold on the mainland, but the imperial forces are tough. In order to limit damage to his forces, Yugi decides to make a break for the "Beasty Badlands" in central Rondeval. The resistance clears out the enemy in the Badlands, the leader (PaniK) apologising to a "Master Scott" as he is defeated. Afterwards, Yugi encounters the Dark Magician, who joins him as his monster.

Taking the Badlands positions the resistance to attack Imperial forces from behind, and as a result the resistance is able to quickly spread its control in the area. With the Imperial forces on the backfoot, Yugi decides to surround the largest fortress in the Empire, Enno. Taking the fortress would allow the resistance to move on the capital, Sygth-Varths, itself. Emperor Haysheen himself chooses to lead the defence at Enno, realising the danger his empire is in. During the battle. Joey and Mai arrive to assist the resistance. Haysheen is defeated and attempts to retreat, however Scott

Irvine, the creator of the Kingdom simulation, appears. He erases Haysheen, and takes over the Empire. After revealing that he was the one that trapped Yugi and the others in the simulation, he forces them to retreat by flanking them with a large force.

As the resistance retreats, Yugi learns of a group of refugees that is being chased by imperial forces in Uruvie Canyon, and that Tea is also there trying to protect them. The resistance moves to aid Tea, and successfully rescue her. After the rescue, the resistance attempts to take the nearby fort Chelyumn. The fort is not strategically important, resulting in it being lightly defended, but is a necessary step for the resistance to break free of the surrounding imperial forces. The resistance succeeds, and is ultimately able to break away from their pursuers.

Yugi gathers his remaining forces and begins a counterattack. Though Scott army is far larger, Yugi is able to harass them with a smaller, nimbler, army. The resistance plan to lure Scott into the Maryah-Denn Fields and defeat him. However, this plan backfires. As the players are connected to the game via their minds, and Scott has control over the game, he is able to control the minds of Joey, Tea, and Bakura. Suddenly ambushed, the rest of the resistance has no choice but to retreat.

The resistance goes into hiding. In order to draw them out, Scott has Tea lead an army into the Beastly Badlands. She prepares to cast a powerful spell that will destroy the world, but requires her to offer herself up as tribute. Yugi, despite knowing this is a trap, has no choice but to act anyway. Yugi succeeds, preventing Tea from sacrificing herself and freeing her from Scott's control. With the Empire distracted by rising rebellions, the resistance plans a counterattack. However, before they can complete their preparations, the Empire sends a unit, led by the controlled Joey, to stop them. Yugi is struggling during the battle, when Kaiba appears. He criticises Yugi for letting his friendship get in the way of what needs to be done, proceeding to deal a major blow to the enemy base with his Blue-Eyes White Dragons before departing. Although Joey is defeated, he manages to retreat.

The resistance faces Joey again at Uruvie Canyon. Before the battle, Mai asks Yugi to leave Joey to her. With Mai's intervention, Joey is freed from the mind control.

A surprise attack on Vaxi Island forces Yugi and his allies to return to Tsughut. The enemy leader there is Strings, and once he is defeated, it is revealeld that he is being controlled by Yami Bakura. Bakura tells Yugi that he was never controlled, and instead made a deal with Scott. He challenges Yugi and his friends to face him at Makhad. There, Yami Bakura is defeated, and he retreats back into the recesses of Bakura's mind. After the battle, Espa Roba arrives, and joins the resistance.

Returning back to the mainland, Yugi attempts to take Anker-Hill from an Empire that is spread thin, hoping to use it as a supply base for an assault on the capital. Yugi succeeds in this, defeating Arkana in the process.

Before moving on the capital, Yugi takes a small force to the dark forest, after hearing rumours that the Black Chaos ruins are home to secret treasures of the lost Magic Kingdom. Yugi passes tests put forth by Shadi, and finds a Black Luster Ritual.

In order to surround the capital, Yugi first attacks the eastern fortress of Nonnber Castle. He finds the castle protected by Seto Kaiba, who refuses to explain why he is working for Scott and insists they battle. After he is defeated, Kaiba reveals that Scott has kidnapped Mokuba and taken his soul. Scott is using this to blackmail Kaiba into working for him.

Yugi moves on the capital. When Scott threatens to mind control his allies again, Yugi says that his mind control can fail, otherwise he would not bother blackmailing Kaiba into serving him. Yugi says that Scott could have easily set up the world to be far more unbalanced, but for some reason Scott

needs the world to be as fair (and as close to the real world) as possible. Yugi guesses that while Scott is acting as a player, he is far more limited in what he can do. Scott praises Yugi for his deduction, and says he has his own reasons for making this world as perfect as possible. Scott's forces are defeated, but he manages to escape east to the Temple of Ishtar.

Yugi and his friends pursue Scott. They locate Mokuba within the temple, and find a secret room. This room takes them within the heart of the game. A hologram of Scott states that they could have stayed in the game world as heroes that defeated the Empire, but now have proved themselves errors that need to be deleted. Yugi and his friends pursue Scott through the circuitry until they reach the control unit. When Scott is confronted, he reveals that the reason he did all this is to summon the Dark Spirit to take over the world, by using the souls of strong duellists that are trapped in the game as tribute. Scott is defeated, but the Dark Spirit is summoned anyway. He battles Yugi and the others, summoning Obelisk the Tormentor to do so. Obelisk is defeated, and the Dark Spirit disappears.

Yugi is woken up in the real world by Tea and Joey. They have been kicked out of the game, and SIC Labs is on fire. They escape the Labs without issue. The game states that Scott was ultimately motivated by a desire to control the Gods. He is never seen again.

Kaiba's Story:

Seto Kaiba and his younger brother Mokuba are invited to SIC Labs for a tech demonstration. As with Yugi's group, they have the basic explained to them and enter the game. Once they enter, an "error" occurs, trapping them inside the game.

Kaiba wakes up in front of Emperor Haysheen, in the capital city of Sygh-Varths. Haysheen refers to Kaiba as his best warrior and head of the Imperial Guard. As Kaiba is confused, Haysheen goes over the plan again. A large revolt is taking place on the Maryah-Denn Plains. Several marshals are assisting the resistance, so Kaiba is being sent to capture them. Another marshal, Marthis, suggests he accompany Kaiba as Kaiba appears to be fatigued, and Haysheen agrees. Kaiba also speaks to Mokuba, who has been assigned a role within the Imperial Guard and reports to Seto directly. Mokuba gives Seto some background information he picked up while Seto was in the meeting, such as what a marshal is. Seto and Mokuba agree that playing their role in the game seems to be their only option for the time being.

Kaiba deals with the resistance at Maryah-Denn. This causes the resistance to cease open defiance, instead attacking small imperial security forces across the continent. Thieves begin taking advantage of the situation, and Kaiba is sent to Vaxi Island to deal with a particular group known as the Bandits. Marthis devises a plan, where Kaiba's forces will pretend to be a supply until transporting goods. The Bandits are revealed to be led by Bandit Keith, who manages to escape. Bonz, his subordinate, is caught however. Mathis wishes to execute Bonz, however Kaiba elects to spare him and use him as an ally. This upsets Marthis, but Kaiba says that as the commanding officer, Marthis must answer to him.

While the Empire is busy restoring order, the resistance has been growing, and now looks to move on Enno. Kaiba and the Imperial Guard are dispatched to Enno as reinforcements. Unfortunately, the situation goes south and Kaiba's forces are cut off. Resistance leader Pegasus leads a force against them (Mokuba and Seto both comment that this is just a character and not the real Pegasus). After Kaiba battles Pegasus, Pegasus stages a false retreat. That night, Pegasus visits Kaiba, saying that he

believes Kaiba to be different from the Emperor's other men. He makes Kaiba an offer to join the resistance, and leaves, allowing Kaiba to think on it. On return to Sygh-Varths, Kaiba is brought before the Emperor. Marthis states that he heard a conversation between Kaiba and the resistance, and Kaiba is found guilty by the Emperor and sentenced to execution. Kaiba, Mokuba, and Bonz organise and pull off an escape from the capital. They encounter Marthis at Uruvie Canyon. After slaying Marthis, Kaiba encounters Pegasus again. Pegasus restates that he wants Kaiba to join the resistance, but suggests that Kaiba be the leader. Kaiba accepts, and Pegasus and his ally Labyrinth Ruler join Kaiba's group.

Following Pegasus' advice, Kaiba starts looking for other marshals to join his army. Kaiba heads into the Deep Forest of Inzham. Here he encounters and defeats Weevil Underwood, recruiting him to the group. Weevil informs Kaiba that there is a powerful marshal in Gyuronland Fields, so they head there next. Here, Kaiba defeats and recruits Rex Raptor into the group. With a strong force on his side, Kaiba chooses to deal a powerful blow to the Empire by attacking Fort Runinn-Zhamud. This cuts off the supply line to the northern Imperial army. Despite this, Sebeckal and Necubetos, two imperial generals hold off Kaiba for a time, frustrating him and forcing him to have another unit attack from the sea and finish them off.

With the resistance rapidly expanding, Kaiba returns to his base in the east to avoid mixing with the northern resistance forces. He proceeds to attack Nonnber Castle, defeating the Emperor. As in Yugi's story, Scott Irvine appears, eliminates Haysheen, and takes over the Empire. Kaiba recognises Scott as a former employee of Kaiba Corp. and realises he is responsible for what is going on. Kaiba and his allies are forced to retreat due to the sudden arrival of additional imperial forces. Kaiba's forces are pursued and surrounded by the Empire, but Yugi arrives and helps Kaiba out. Kaiba is able to escape, but Mokuba is captured by Scott. Yugi and Kaiba defeat Scott at Gigan-Syip, but it is revealed to be a robot stand-in.

Kaibas chooses to split up from Yugi and strengthen his own forces. In order to accomplish this, Kaiba attacks two imperial supply units passing through Uruvie Canyon. After this, Kaiba travels to the Deep Forest of Inzham, believing that a group of bandits there were the ones who has kidnapped Mokuba. Kaiba captures Bandit Keith, who reveals he was hired to hold onto Mokuba for a little while by Scott.

Before moving on Sygh-Varths, Kaiba chooses to head to the Mountains of WhiteDragon, seeking the power of Blue-Eyes White Dragon. Here, Kaiba proves his worthiness to the Lord of D. and, along with the Lord, he is joined by three Blue-Eyes White Dragons. In order to get to Sygh-Varths, Kaiba first attacks Nonnber Castle, which is defended by Lumis and Umbra. During the battle, Ishizu Ishtar arrives. Pegasus blames her for the corruption in the Empire, but Ishizu states that her brother, the High Mage, was under Scott's control. She provides information stolen from the Empire to the resistance, allowing them to counter the imperial forces. After the battle, Ishizu confirms that Mokuba is with Scott, and joins the resistance.

A sudden rear attack by Scott's army forces a battle at Anker-Hill. Although Kaiba wins the battle, Scott blackmails him with Mokuba, making Kaiba do battle with Yugi at Enno. Kaiba battles Yugi and Yugi stages a false retreat; he had been tipped off about the situation by Pegasus earlier and is using this an opportunity to move into the capital and retrieve Mokuba. As Kaiba launches an assault on Sygh-Varths, Yugi is able to sneak into the castle and get to Mokuba. However, he is attacked by Scott and has to hide until Kaiba can get to him. Mokuba is rescued and Scott is defeated but escapes.

As with Yugi's story, Scott retreats to the Temple of Ishtar. Ishizu explains that Scott first appeared from within a secret room and began controlling Marik. Kaiba's group proceeds into the secret room, and as Yugi did, they defeat Scott and then the Dark Spirit (who summons Slifer the Sky Dragon instead of Obelisk the Tormentor this time). After this, Kaiba is woken up outside the game by Mokuba, and the pair escape SIC Labs.

Joey's Story:

Joey wakes up in the game world, as the leader of the Black Dragon Squad, a group of honest thieves working against the Empire. Joey is brought up to speed by his subordinates, and decides to stick with the group for the time being.

The Black Dragon Squad attacks an imperial supply unit at Anker-Hill. This is successful, and the Black Dragon Squad claims multiple victories after this. They come to the aid of Maryah-Denn rebels, but are severely outnumbered. Nonetheless, they manage to come out victorious. After some more victories, they attack a supply unit in Uruvie Canyon. After the battle, Joey finds Tristan. Tristan started the game as a mercenary working for the Empire, but quit when he realised that he would be fighting Joey. Tristan joins the Black Dragon Squad.

The Emperor sends troops to hunt down the Black Dragon Squad, headed up by the High Mage of the Imperial Order (Marik Ishtar). The Black Dragon Squad battles Odion at Chelyumn Fort. They manage to escape but are pursued to the Beastly Badlands. The Ishtars are forced to retreat, with Mai showing up during or after the battle and joining the Black Dragon Squad. The squad shift to hit and run tactics, fatiguing the Ishtar forces, before confronting them directly at the Gigan-Syip Strait. A victory here prevents Ishtar from further pursuing the Black Dragon Squad for the time being.

Furious, Marik Ishtar begins subjugating resistance sympathisers in nearby villages. The leader of one of these villages escapes capture, but is being pursued by Ishtar. Learning of this, Joey mobilises the Black Dragon Squad, and rescues the leader, who turns out to be Tea Gardner. Marik approaches with a huge army, though many of his troops have fallen behind due to Marik pushing them so hard. Seizing the opportunity, Joey strikes at Marik's army from behind, cutting him off from the bulk of his troops. Leaving his troops behind, Marik chases Joey into the Deep Forest of Inzham, allowing the Black Dragon Squad to move in on him. Marik, who has become Yami Marik, summons the Winged Dragon of Ra. Ultimately, the Black Dragon Squad is able to defeat the Marik and the Winged Dragon of Ra, and Marik says that his God was nothing but a cheap imitation.

After this victory, the Emperor sends his own Imperial Guard. Joey confidently takes them on, not realising that the guard is headed up by Kaiba. This is Joey's telling of Kaiba's first battle. Joey asks Kaiba why he is working for the Empire, and Kaiba says that it was the role assigned to him, and that he will play along until he finds a way out of this situation. While Joey faces Kaiba, Kaiba has his men raid the hideout of the Black Dragon Squad, ruining them. After revealing this to Joey, he allows him to flee without pursuit.

The Black Dragon Squad agree that Kaiba is looking for his own way out of the game, and decide the best course of action is to split up for the time being.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) The ***You appear to be suffering from memory loss.*** drawback now keeps the Yu-Gi-Oh! The Falsebound Kingdom Game Bundle away from you until the end of the jump if you purchased it. (ii) Minor typo fixes.

1.2
(i) Added Spirit to types for the **Monster species**. (ii) Fixed version number.