

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Powerful Digimon Bosses have taken control of the Digital World. Each of them has attacked a separate region and is draining the world of its digital data. They have made their diabolical plans well and there's only one place left to defeat them… the Digimon Racing Circuit! Take control of your favorite Digimon racer now and work your way through the Cup Race circuit to face off with the evil bosses. Can you defeat them all and save the Digital World from their evil clutches before it's too late?

You arrive in this world a short time before the next Cup begins, giving you time to sign up to participate. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Post-jump, the species you choose here will be considered an alt-form, which you can switch to and from at will.

[Varies] Digimon

Digimon are strange creatures that inhabit the Digital World.

Digimon take on a wide variety of forms and types, which can be separated by “levels”, with Digimon progressing through levels as they mature. This process is referred to as Digivolution. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case, especially in this world.

For Free, you are a Rookie level Digimon, like the other racers in this world.

For 600cp, you are a Mega or even Ultra level Digimon, along the lines of Omnimon, Diaboromon, and MaloMyotismon. While formidable, note that this form is quite weak relative to other Digimon settings, such that a sufficiently skilled Rookie or Champion level Digimon on a kart could take you out if you aren’t careful.

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

-Background-

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

-Location-

Roll 1d8 or pay 50cp to choose. Alternatively, you may start at Burning Oasis for free.

[1] Burning Oasis

The desert track marks the start of the Western Cup. Watch out for Etemon, who has decided it would make a good stage for his own performance.

[2] Toy Town

The streets of Toy Town have been repurposed into a race track. Many Numemon litter the course, and dodging them will be a key to success here.

[3] Jungle Ruins

This lush jungle course marks the start of the Eastern Cup. Make sure to avoid the Digitamamon that wander across the track.

[4] Volcano

This volcanic track marks the start of the Central Cup. DemiMeramon harass those who get too close, slowing them down. Avoid the sleeping Gotsumon as well, as they are liable to pick up and throw karts that crash into them.

[5] The Factory

Located in the western part of the Digital World, this factory area serves as a base for Omnimon, one of the three evil Digimon bosses.

[6] Digital Space

Located in the eastern part of the Digital World, this space is where you will find Diaboromon, one of the three evil Digimon bosses.

[7] Deep Jungle

Located in the central part of the Digital World, this jungle maze is where you can find MaloMyotismon, one of the three evil Digimon bosses.

[8] Free Choice

Lucky you! In addition to the above seven locations, you may choose to begin at Desert Cliffs, Swamp Bog, Coastline, Underwater, Polar Ice Land, Snocap Mountain, The Caves, or Cloud Kingdom.

-Perks-

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

[Free] Basic Racing Ability

To make sure you can actually participate here, you have gained the knowledge and skills necessary to drive go-karts, including the karts present in this Digital World.

This knowledge includes drifting and jumping with your kart, though you are far from a master at either of these with this perk alone.

[Free] Fractal Energy

The Digimon of this world have learned how to harness the fractal energy of this Digital World. Now, so have you.

You have an internal reserve of fractal energy. It can best be described as a meter divided into three stages. To start, you sit halfway through the second stage. Should you ever fall below this point, you will slowly recover fractal energy until you reach it again. Driving over special fractal energy zones in this world on a kart or similar vehicle will cause you to rapidly fill the meter. Meanwhile, taking hits will cause the meter to empty.

Whenever your meter sits in the first stage, you will be forced to undergo a temporary De-Digivolution by one level. Whenever your meter sits in the third stage, you can maintain a temporary Digivolution by one level. Naturally, if you aren't in a Digimon form, or if you already too low down or high up your Digivolution path, your form will remain unchanged. Post-jump, you are no longer forced to De-Digivolve by this effect.

Additionally, should you completely fill your fractal energy reserve, you can spend a portion of your stored fractal energy in order to perform a special attack. This is determined by you on purchase of this perk, and must remain within the scope of power of special attacks used by racers in Digimon Racing.

[100cp] One Jump Ahead

You don't just know how to make your kart jump – you're a master at it!

Thanks to this perk, you'll have an easy time judging when jumping your kart will actually let you cross gaps, and when it would lead to you plummeting to your doom. You've also got the timing for these jumps down, allowing you to effectively string them together – a trick that will be very helpful if you plan on racing on the coast or in the clouds.

[100cp] Turn Indicator

When racing on a set course, this special indicator will appear at the top of your vision, alerting you to upcoming simple turns, S-bends, and hairpin bends.

By default, these icons are positioned in the centre of an Adventure design Digivice. At any time, you are free to change the design of the Digivice used by these icons, or remove the Digivice and just keep the icons.

You will never find this special indicator distracting, but can toggle it on and off as you please.

[100cp] Position Intuition

When racing, blue numbers will appear above the heads of your competition, which indicate their position in the race.

This will help you maintain situational awareness, but it can also be toggled on and off as you like, should you ever find it distracting.

[100cp] Ha Ha Ha Ha!

You've learned how to perform an obnoxious, villainous laugh which is very effective at getting under people's skin.

The perfect thing for when you wish to gloat at a would-be hero that has failed to defeat you.

[Free/200cp] Dinosaur Driver

The idea of a dinosaur driving a go-kart might be strange to you, but that's the sort of world you are heading to.

For Free, the Digimon form you acquire here will always be capable of driving, no matter how improbable that might be. Should your form simply be too large, it will temporarily shrink down as required when attempting to drive a go-kart or similarly sized vehicle. This boon continues to apply if your Digimon form Digivolves or De-Digivolves.

For 200cp, which may be discounted, this boon applies across all of your forms.

[200cp] Digivolving Situation

Thanks to the fractal energy the racers here make use of, it is quite common for each racer to Digivolve and De-Digivolve many times over the course of a single race.

Fortunately, you are now quick to adapt to rapid and dramatic changes in your form, allowing you to maintain momentum and even operate vehicles smoothly through such changes. How useful!

[200cp] A Turn for the Better

When it comes to karts, cars, and similar vehicles, you've become quite adept at taking turns and drifting.

The talent provided by this perk will help keep you from spinning out off the track, or sliding into dangerous obstacles as you make sharp turns – it's sure to be a boon during your time here!

[200cp] Signature Move Adaptation

Requires Fractal Energy.

Do you already possess multiple Digimon forms? Perhaps you'd like more variety in how you can make use of fractal energy. Then, consider this option.

Thanks to this perk, each of your Digimon forms can utilise an additional fractal energy special attack that adapts a signature technique associated with that species of Digimon, which can be used in place of your "default" attack. Each of these special attacks must fall within the scope of existing fractal energy special attacks, and uses the same amount of fractal energy to perform. Even so, this may sometimes give you a better option to spend your fractal energy on in a given situation.

[Free/400cp] Digivolving Your Driving

It seems strange that an Agumon Digivolving into a heavier Greymon suddenly becomes a faster racer, but that's how this world works – a quirk this perk will help you benefit from as well.

For Free, when the Digimon form you acquired temporarily Digivolves via fractal energy (see the *Fractal Energy* perk), not only does your competence in driving notably improve, but the capabilities of your vehicle are somewhat improved as well. Conversely, should you be forced to De-Digivolve by the effects of that perk, your driving talents and the capabilities of your vehicle will diminish to an equal degree.

For 400cp, which may be discounted, this boon will then extend beyond this specific Digivolution. From now on, whenever you are in a temporary transformed state that enhances your capabilities in some way, you will also experience a boost in your driving talent and the capabilities of the vehicle you are driving (if you are driving one). The greater the benefits a given transformation provides, the greater the boost given, though this is not one to one, and in fact you will experience diminishing returns as you draw from greater transformations. You only benefit from the single strongest transformation you have active, should you be using more than one.

All benefits and detriments caused by this perk are temporary, and will vanish when the Digivolution, De-Digivolution, or transformation they are tied to is undone.

[Free/400cp] Fall Recovery

Racing on a volcano, or in the clouds above, presents certain risks. Namely, falling into lava or from a great height. Fortunately, this perk has you covered.

Should you ever fall from a dangerous height, or would fall into a either a hazardous material (like lava) or water (when driving only), you will instantly be teleported to safety, so long as a safe place exists nearby. During races, this will always work to ensure you are at least slightly disadvantaged compared to a scenario where you avoided the fall.

For Free, you only receive the benefits of this perk during this jump, and only during races.

For 400cp, which may be discounted, you benefit from this perk at all times.

In either case, you can also choose not to activate the benefits of this perk should you have some reason not to.

[400cp] Teleportation

Like Diaboromon, you've gained the ability to teleport!

The range of this teleportation is not excessive, likely limiting you to moving within the same battle arena. A short period of time is required between uses, preventing you from spamming it again and again, though multiple – even many – uses within a given battle is certainly possible.

Unfortunately, this teleportation does not allow you to take vehicles like karts with you, so it isn't going to help you win any races here. Even so, when you are doing battle with someone racing around on a kart, the ability to give yourself some distance can be invaluable.

[400cp] Darkness Scream

But why move yourself when you can move others?

This ranged attack not only deals a good amount of damage, but it allows you to teleport the person or object hit by it. The range of this teleportation is moderate, so you are unlikely to move someone out of a battle arena you are sharing altogether. A short period of time is required between uses, preventing you from spamming it, though multiple uses within a given battle is definitely in the cards.

In time, you may even learn to apply the teleportation effects of this power to other energy attacks you have access to.

[600cp] Beating the Bosses

When it comes to the karting competitions of this world, you have what it takes to be champion. No, not *that* kind.

You have an immense talent for driving, particularly in relation to karts and similar kinds of vehicles. Drifting, jumping, taking turns, dodging obstacles – you do all of these exceptionally well.

But there's more to this than winning races. Thanks to this perk, when you battle opponents that are stronger than you, you will gain an immense boon of competence, helping you turn the tables. In order to maintain this boon, you must be driving a kart or similar vehicle. Unfortunately this boon can only last for a few minutes at most – if you can't defeat the opponent in this time, you'll quickly start to struggle.

Perhaps you'll be the hero that saves this Digital World?

[600cp] Boss Ban

A strange, powerful ability possessed by each of the three evil bosses, and perhaps one that explains their domination of this Digital World.

Thanks to this power, opposing Digimon in your presence are unable to utilise their signature special attacks. This range is quite large, able to effectively cover a large battle arena, like the ones the evil bosses would normally be fought in.

Importantly, this ‘ban’ does not prevent Digimon from making other attacks if they have access to them, from Digivolving, or from utilising items. It is certainly possible for a sufficiently resourceful Digimon to find ways to harm you.

Post-jump, this ban will also apply to non-Digimon opponents where appropriate, barring them from making use of a single attacking technique that has a strong association with them. You don’t get to choose what is banned, and techniques that involve transformations or the use of items are never impacted by this.

You can toggle your suppressive power on and off as you like.

-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/200cp] Your Kart

The first purchase of this item is free. Additional purchases are 200cp each, and cannot be discounted.

A standard kart, of the kind used in the races here. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to make frequent use of it.

You can choose whatever colours you like for your kart. This includes bronze, silver, and gold – colours normally reserved for racers who have won many competitions.

If you choose to import an existing vehicle into this option, it will gain a new kart form, which you can switch it in and out of as you desire. While the vehicle proper will gain any advantages this option provides, this second form is limited to the capabilities this item has on its own, ensuring that the vehicle remains competition legal. Post-jump, it gains a third form beyond this, which is visually identical but possesses the advantages of the imported vehicle – allowing you to choose between competition level or full potential as your needs demand.

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

[50cp] Digimon Racing Game Bungle

Does this game hold a special place in your heart? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Wireless Adapter.
- A copy of Digimon Racing.

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

[50cp] Painting Platform

A rotating platform, design to display a go-kart. Once per jump, you may move it to your Warehouse, or to another location controlled by you. Post-chain, you may do so once every ten years.

Should an appropriately sized vehicle be parked on the platform, it can instantly be painted any colour and pattern you like. This includes bronze, silver, and gold, colours normally exclusive to racers that have won many times.

Should the platform 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 be moved to your Warehouse.

[50cp] Trophy and Medals

Want to host a Cup of your own? Maybe you just want a souvenir of your time here?

Include in this option is a trophy and two different medals, of the kind awarded in Digimon Racing.

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

[50cp] Trophy Room

A device that resembles a Digivice.

Whenever you earn a trophy or medal through organised competition, a digital version of that item will appear within the device. Should you accomplish a major racing related or adjacent achievement, a digital representation of that accomplishment will appear within the device. The digital objects can be browsed at your leisure, allowing you to looking back on your achievements whenever you like.

In addition to the usual import availability, you can import any kind of Digivice into this option.

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

[100cp] Blue “Dumb Fire” Bubble

A curious blue bubble, which can be retrieved from seemingly nowhere. It can be fired in a straight line; should it hit another racer or similarly sized object, they will be encapsulated in the bubble, and forced to float in place for a short time.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Blue “Dumb Fire” Bubble at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[100cp] Bomb

A large bomb, which can be retrieved from seemingly nowhere. While not all that powerful or dangerous, it can be used effectively by dropping it behind you and having opponents run into it.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Bomb at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[100cp] Speed Boost

An unusual item, which can be retrieved from seemingly nowhere. This item can be used up to provide you with a momentary surge in speed. If driving a vehicle, this speed can instead be applied to that vehicle.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Speed Boost at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Red “Seeking” Bubble

A strange red bubble, which can be retrieved from seemingly nowhere. It can be fired, after which it will attempt to home in on the nearest opponent. Should it hit another racer or similarly sized object, they will be encapsulated in the bubble, and forced to float in place for a short time.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Red “Seeking” Bubble at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Shield

A personal forcefield, which can be retrieved from seemingly nowhere. Once deployed, a shield is created around you, large enough to also protect a kart-sized vehicle you are operating. The shield guards against the various items used in races here, as well as the special fractal energy abilities used by the racers. The shield only lasts a short time before vanishing.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Shield at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[400cp] Fractal Energy Fill

An unusual item, which can be retrieved from seemingly nowhere. This item is used up in order to completely fill your fractal energy reserve. If you do not possess such a reserve, this item is functionally useless to you. See the *Fractal Energy* perk for more information.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Fractal Energy Fill at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[400cp] Affect All Ray Blast

A powerful item, which can be retrieved from seemingly nowhere. By using up this item, you can call down a powerful ray blast from the sky. During races, this hits all of your competitors. Outside of races, it hits all opponents within a large radius.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Affect All Ray Blast at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[600cp] Battle Arenas

A set of four battle arenas, which may be located close to your starting location, attached to your Warehouse by a special gateway, or connected to another property you own. Each arena may be moved once per jump (post-chain, once every ten years) to another appropriate location.

The first three battle arenas are replicas of the arenas where Omnimon, Diaboromon, and MaloMyotismon are fought in Digimon Racing. You can even summon in simulated versions of these bosses, which cannot leave their respective arenas, and do not cause lasting damage. A perfect way to test yourself before taking on the real deal, and another way for you and your friends to enjoy some kart-based fun.

The fourth battle arena is entirely original, determined by you on purchase of this item, as long as it remains within the scope of the other arenas.

Item boxes can even be toggled on and off for each of the arenas, however items gained from these boxes cannot be taken outside of the arenas.

Should an arena 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] Custom Cup

A series of four race tracks, located around the Digital World in appropriate areas.

Each of these tracks must fall within the general scope of tracks present in Digimon Racing. They can have special fractal energy zones, as well as item boxes (which can be toggled on and off as you like), however items gained from these boxes cannot be taken outside of these courses.

Your custom tracks are maintained by unexceptional Digimon, and may even feature Digimon as obstacles. These Digimon are considered followers, but cannot leave their respective courses. While you might feature elements such as being set in a town, these environments only serve as props for the course and are not truly functional beyond this.

In future worlds, you may choose for your race tracks to be attached to your Warehouse via a special gateway, connected to another property you own, or to be placed somewhere appropriate, close to your starting location. They will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should a track be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance,

personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Digimon Racing along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

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

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

[0cp] Cameo Kart

Unsatisfied with the roster of racers of this world? Want to meet some old friends or foes?

With this toggle, you can increase the amount of Digimon in the overall pool of racers that might show up to a given event. Additional participants will generally be at the Rookie stage. If you are also taking *Jumper History*, then notable Digimon from past jumps may appear as racers as well, though in this case they only ever seem to be present for the races themselves, and cannot be found at other times.

Racers added via this toggle won't cause drastic changes to this world; heroes won't go out of their way to deal with the three evil bosses, and villains will be content to race instead of conquering the Digital World or posing a threat to it.

Attempts to use these additional racers to get around problems incurred by drawbacks will invariably fail.

[+100cp] Slow Start

No matter how hard you try, you always seem to start your races a step behind your opponents, failing to properly accelerate right out of the gate.

Starting races on the backfoot will make winning harder, but certainly not impossible.

[+100cp] Boxed Luck

You have terrible luck when it comes to the item boxes you pick up during races, and always seem to get the item you would least want in the current situation in the race.

You'll have to make up for this lack of luck with skill if you want to win.

[+100cp] Forced Rest

Sustained use of special attacks will wear you out much faster than usual, forcing you to rest for a few moments before you can resume your offence.

Of course, such a thing is only relevant if you plan on getting into fights here instead of racing. You wouldn't be thinking of that, would you Jumper?

[+200cp] Bullied

Other racers seem to recognise the threat you pose, as they regularly go out of their way to target you with items and special abilities, timing these both to combo with the efforts of other racers, and to force you into hazards on the track, or off the track altogether.

As you might expect, this is going to make races much tougher.

[+200cp] Get Off The Road!

Digimon are a regular present during the races here, not just as racers but also as 'obstacles' of a sort, hanging out on the track and causing problems for racers.

As a result of this drawback, the amount of interference you'll have to deal with significantly increases. Not only are there more Digimon on the track, but you'll even encounter Digimon species on tracks they normally wouldn't be found on.

Strangely, these extra interfering Digimon only ever seem to target you, leaving other racers unbothered. Talk about unfair!

[+200cp] Nearsighted

During races, your vision is strangely warped. As a result, faraway objects don't appear in your vision, suddenly 'popping in' as you draw close.

As you might expect, this will make things significantly more treacherous for you. Hope you have quick reflexes!

[+300cp] Just A Racing Game

This is a simple racing game setting, so you don't really need all of those otherworldly powers you possess, do you? If you agree, you can take this drawback.

For the duration of the jump, you and your companions lose access to all out of jump perks and powers, outside of your Body Mod. Additionally, you cannot utilise the special attacks of your Digimon forms (the special attack derived from the *Fractal Energy* perk is still useable).

[+300cp] Boss Buff

The three evil bosses of this world are… underwhelming, frankly. Somehow, each is defeated by a single Digimon many stages below it driving a kart. Well, not anymore!

As a result of taking this drawback, Omnimon, Diaboromon, and MaloMyotismon now possess the power of their strongest outings across official Digimon media. While you aren't obligated to stop them, the Digital World itself is likely to be in serious peril if you sit back and do nothing.

[+300cp] Jumpchain Cup

Collecting trophies can be a bit boring, huh? Well, now you'll be racing with some real stakes!

A special Cup will be held towards the end of your stay. This Cup will consist of a single race on each of the twelve tracks present in Digimon Racing. The order of the tracks, and the Digimon you are competing against, are randomly determined.

You must take first place overall, or else you will fail your chain. As the Cup is decided on a points system, this means you do not need to win (or even participate in) every race, though failing to do so will obviously hurt your overall standings.

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

Next Jump: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

On Digimon Forms:

You are not limited to Digimon that appear in Digimon Racing; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what is present in Digimon Racing. Use wikimon if you need help with this.

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

In Digimon Racing, Flamemon is treated as In-Training, Agunimon is treated as Rookie, and BurningGreymon is treated as Champion. For this reason, as a special consideration, you may treat any "Human Spirit" Digimon as a Rookie, any "Beast Spirit" Digimon as a Champion, and in cases where there is a clear "default" prior stage for a Human Spirit Digimon, it can be treated as In-Training II. If you are making use of this special consideration, you are welcome to use 'close enough' Digimon to fill out the stages before and ahead of any unusually placed Digimon (which must be at the correct level). Use your best judgement on what constitutes 'close enough'. As explained above this won't allow you to acquire more powerful Digimon at each level, and you are not obligated to make use of this special consideration.

On Special Attacks:

Here are the fractal energy special attacks present in Digimon Racing:

- Greymon: Nova Blast. Fires a homing fireball attack.
- Garurumon: Howling Blaster. Fires a homing wolf-shaped fireball attack.
- Togemon: Needle Spray. Fires three projectiles, one straight away and the other two diagonally.
- Angemon: Hand of Fate. An energy strike from above that hits the racer ahead of you.
- Kabuterimon: Electro Shocker. Fires a homing ball of electricity.
- Birdramon: Fire Burst. Temporarily accelerates with a burst of speed, protected from other attack for a brief window.
- Gatomon: Cat's Eye Hypno. Confuses the racer ahead of you, inverting their controls for a short time.
- Growlmon: Pyro Blaster. An attack from above that hits the racer ahead of you.
- Flamedramon: Flame Shield. A fiery shield that protects you from attacks for a short period of time.
- BurningGreymon: Corona Blaster. Fires a homing fireball attack.

On Trophy Room:

If Trophy Room is purchased multiple times, they can be combined into a single device. This can even be done if purchases are spread over Jumper and companions, allowing the single device to track accomplishments across all of them.

So, what exactly happens here, anyway?

Note: According to the game manual, three Digimon 'bosses' have taken over the Digital World and are in the process of draining its data for an unexplained reason. This backstory is not shown directly in-game.

Digimon race in various Cups across the Digital World. After the player character wins the Western Cup, they challenge and defeat Omnimon at the Factory. After the player character wins the Eastern Cup, they challenge and defeat Diaboromon in the Digital Space. After the player character wins the Central Cup, they challenge and defeat MaloMyotismon in the Deep Jungle.

With the evil boss Digimon defeated, Digimon continue to race in a variety of Cups. The final Cup features the three evil bosses being fought one at a time at their respective stages.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.