



A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the Digital World, Jumper! This particular Digital World is currently under threat from a group known as the Selectors, who wish to rid it of anything “unnecessary” and reset the world. What role will you play in this story?

You arrive in this world just after Agumon provides the protagonist with a Digivice. 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.

-Background and Species-

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

[Free] Human

Humans are not native to the Digital World. Nonetheless, many manage to make their way here from the Real World, and choose to assist Digimon by acting as a “Tamer”.

[Varies] Digimon

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

Digimon come in a wide variety of forms, and possess a wide variety of powers. These forms can be separated into “levels”, with Digimon progressing through levels as they mature. While Digimon of a higher level can typically be expected to defeat those of a lower level, well trained Digimon or Digimon that have gone through the process of Digivolution and Degeneration many times are able to buck this trend.

For the In-Training and Rookie levels, the cost of this option is Free. For Champion level Digimon, the cost is 200cp. For Ultimate level Digimon, the cost is 400cp. For Mega level Digimon, the cost is 600cp. Finally, for Ultra level Digimon, this cost is 800cp.

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

Any Digimon form you acquire here will have sufficient code complexity (otherwise known as ABI) to ensure that if you Degenerate, you will be able to Digivolve back into the form you acquired here without additional Degenerations, or being forced to Digivolve along a different path first.

[Varies] Digital Entity

You are a digital being, but you are not quite a Digimon. Perhaps you were the Avatar of a human, now operating on your own? Maybe you are a strange combination of human and Digimon into a single body?

Your base form may be human in appearance, with perhaps one or two odd features, such as wings that allow you to maintain a hover but not true flight. Alternatively, you might share the appearance of an Eraser, making you a humanoid wearing a strange suit.

In addition to this base form, you possess a transformation known as Monster Mode. The power of this transformation determines the price of this option. You are free to determine the aesthetics or finer details of your Monster Mode, as long as it does not provide you with an advantage you have not paid for.

For 200cp, your Monster Mode is equivalent to a Shift Eraser, the common transformation used by Erasers. This transformation is roughly equivalent to a Champion level Digimon.

For 400cp, your Monster Mode is equivalent to an ExEraser, allowing you to wipe away squads of standard Erasers with ease.

For 800cp, your Monster Mode is equivalent to Giga Devast. With this kind of power, winning against teams of Mega level Digimon is well within your power.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] North Bridge

Located on the Motherboard Continent. This is where the protagonist will first arrive in the Digital World, after being ejected from a DigiShip. The DigiBase is not too far away.

Those with the Human Origin may begin here for free.

[2] DigiBase

Located on the Motherboard Continent. This community of Digimon will serve as a base of operations for the protagonist and their friends. Be warned; it will soon be attacked by Erasers, so you may wish to make yourself scarce.

Those with the Digimon Origin may begin here for free.

[3] Logic Mountain

Located on the Motherboard Continent. A rocky mountain. Should things proceed as usual, the protagonist will battle a newly Digivolved Devimon here.

[4] Tamer Town

Located on the Motherboard Continent. This settlement was once a hub of Tamers. Now only a single Tamer remains, though some former Tamers who have had their Digivices stolen by the Selectors are present as well.

[5] Union Room

Located on the Motherboard Continent. Should events proceed as normal, this is where the protagonist will first meet Kernel.

Those with the Digital Being Origin may begin here for free.

[6] East City

Located on the Graphics Board Continent. This is where the protagonist will defeat the first of four champions, in order to compete in the World Championship. Many Tamers can be found here.

[7] Colosseum Lobby

Located on the Graphics Board Continent. This is where the World Championships will be held; a Tamer must win against the four city champions before they are eligible to compete.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

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

Human Perks

[100cp, Free for Humans] Navigator

Moving through the Digital World can be confusing for some. For you, this is much less of a challenge.

You are quite proficient at moving through mazes, and maze-like environments. You find it easy to maintain a sense of your place in a maze, and to remember which pathways lead where without retracing your steps over and over again. You also receive a small boost of luck when moving through mazes, which makes it more likely that you can correctly guess the pathway to your intended destination.

[100cp, Free for Humans] Plate Repairman

You are well-versed in the techniques used to repair DigiPlates, including lasering off crystal bugs, filling cracks with putty and sanding them down, and cleaning the Plates so they are ready for use. You can perform these tasks quickly and efficiently, and benefit from an increase in your fine motor skills in general – useful for tasks similar to these.

[200cp, Discounted for Humans] Getting Your Feet Wet

Digimon is often a tale of arrival in a strange world, and this setting is no exception. Fortunately, you have picked up a special sort of luck that will help you in such tales.

When arriving in a strange or new land, you will tend to do so in the most favourable circumstances possible. If the land is plagued with dangerous monsters, you will likely find yourself in an area where they are weaker or less hostile. If a land is ruled by a powerful foe, you are likely to first encounter foot soldiers or grunts instead of stumbling into elites. If there is a group that is particularly inclined and well disposed to helping travellers like yourself, you will come across them sooner rather than later. And, if you absolutely must arrive in the most dangerous of locations, you may even come across pathways or circumstances that let you retreat to a safe area soon after your arrival.

[200cp, Discounted for Humans] Auto Battle

Do you find giving orders to your Digimon to be too much of a grind? This special ability may be just what you are looking for.

Whilst you are commanding others in battle, you can enter a strange state where you autonomously give out commands without thinking. These commands are serviceable, but machine-like and uninspired. You can exit this state at any time.

As you are essentially being given orders to announce, this limits any natural talent you may have in devising tactics. You will also find it difficult to improve in this area as you are not thinking through and understanding why commands are given. On the other hand, this state frees your mind up to dwell on other things, which may be a more efficient use of your time.

[400cp, Discounted for Humans] Friendship Forger

It is common for Digimon and their Tamers to develop bonds of friendship through combat. Now, you can take a similar principle with you going forward.

From now on, as you battle alongside an ally, or directly command them in battle, you will occasionally gain insights into their personality and/or true feelings, and the pair of you will gradually develop a mutual understanding of one another.

In addition, fighting alongside or commanding someone in battles that are not intended to seriously harm any party, and that all parties agree to (for example as sport, or as training), is always a viable friendship building activity. Even someone who is normally averse to violence will find such activities enjoyable with you, in such cases.

[400cp, Discounted for Humans] Water Wonders

Water operates in some unusual ways in the Digital World. Thanks to this perk, you can continue to apply some of these weird physics going forward.

When this effect is active, you will move in water in much the same way that you would in air. This means that unless you can fly, you will fall to the bottom and have to travel along the floor. You will also be able to breathe and speak just fine, and when you speak others will have no difficulty hearing you. Items worn or carried by you will not become wet, protecting electronics from damage or malfunction.

Attempting to swim in the water whilst this effect is active will immediately break the effect, and you will interact with water as you typically would. However, if you possess the Field Skills perk, or are an aquatic species of Digimon, you are able to swim in water whilst still benefitting from the above changes to physics.

You can toggle this effect on or off as you please. When turning it on, you may also apply it to a small group of others around you. If a target moves too far away from you, the effect ends for them. As with you, a target cannot swim without breaking the effect unless they possess the appropriate perk or form. Should someone else under the effect break it, it breaks only for them, but you breaking it ends it for everyone. You can choose to toggle the effect off for specific targets whilst keeping on others, as long as it stays on for you.

[600cp, Discounted for Humans] Platinum Rank Tamer

You were born to be a Tamer, Jumper.

You are highly effective at commanding others in battle. You can convey orders quickly and clearly, making sure you are heard over the sound of battle whilst minimising the amount of information you are providing to opposing forces. You are good at recognising when grouped enemies are vulnerable to area of effect attacks. When it comes to your own forces, you have a good sense of when to group them together so that they might better support each other, and when it is better to spread them apart so they are all caught in a foes' single attack.

Additionally, methods you possess that allow you to empower others, whether it is a tool that harnesses your bioenergy, or even skills that draw on the power of your bonds, go a lot further now than they normally would. As a result, a human Tamer with this perk would help their partner Digimon to grow at a much faster rate than typically occurs.

Digimon Perks

[100cp, Free for Digimon] Fluid In Form

As a Digimon, it is not unexpected to go through vastly different kinds of forms in your lifetime; one minute you might be a cat, the next a winged angel.

Fortunately, you have learned to roll with these changes. You'll always have a proper understanding of how to move with any physical form, and it takes only a few moments to bring your control of a new form, fine and gross, up to your usual standard.

[100cp, Free for Digimon] Finding Your Tamer

In some Digital Worlds, partner Digimon are Fated to meet their Tamer. This is not one of those worlds.

You have obtained a special kind of intuition, which allows you to guess, with a high degree of accuracy, whether a person has a compatible personality with yours. It also causes you to notice those that have the right talent, or at least the right potential, to act in a Tamer-like role, both in terms of training others and in terms of commanding others in battle.

[200cp, Discounted for Digimon] Action Chain

It is common for Digimon to fight alongside one another in this Digital World, and you are well-suited for this task.

You are effective at fighting as part of a small group, syncing up with the rest of the group's natural flow in battle. So effective in fact, that you will often find yourself throwing in more attacks within a period of time than you would alone, sometimes a result of exploiting opportunities created by your allies, and other times simply pushing yourself harder in order to support them.

[200cp, Discounted for Digimon] Field Skills

You have somehow learned a variety of techniques that will assist you in making your way around the Digital World.

You are capable of cutting down small trees, bulldozing boulders, and melting blocks of ice the size of a grown human. You are able to dig into loose earth to reach underground tunnels, and swim against rapid water spouts, diving into underwater passages whilst pulling a small group of allies along with you.

These skills are not effective in combat; even the destructive ones deal far less damage against foes than they do to their intended targets. Still, they can somehow be used in any form you possess; a trait that is sure to be appreciated by any Tamer worth their salt.

[400cp, Discounted for Digimon] DigiSmith

You are a talented weapon and armour smith, and know how to work material present in this Digital World into high quality weapons and defensive gear. With sufficient time and appropriate materials, you could make equipment that is counted amongst the best the Digital World has to offer.

A valuable skill like yours would be appreciated by any Tamer with sense, but might also serve you if you choose to go solo, if you are willing to sell your creations to the masses.

Whilst your expertise is based on the material present in this world, you will find it relatively easy to adapt it to other kinds of materials you may come across on your journeys.

[400cp, Discounted for Digimon] DigiSupport

Not every Digimon is cut out for the front lines. Still, there are other ways to contribute to the greater cause of freedom from the Selectors.

You now know how to maintain and repair DigiShips, as well as this world's Evolution Tree system. You are also extremely effective at tracing digital signals back to their source, and tracking them as they move around the world. Lastly, you are able to more easily pick up how computer systems you may encounter in your travels are intended to work, which will help you learn to maintain and repair such systems.

I'm sure those staying at the DigiBase will appreciate your talents.

[600cp, Discounted for Digimon] Rise of the Devimon

Who needs stinkin' Tamers anyway? Not you!

From now on, whenever you are not linked up with a Digivice or similar implement, you receive the same benefit that you would if you were being supported by a Tamer from this setting with an above average amount of bioenergy. Where other Tamerless Digimon might struggle for years to Digivolve, you will grow at the same speeds partner Digimon tend to, if not slightly faster.

Additionally, you will find that Digivices, as well as powers or tools that work by empowering you via shared bonds or the emotions of another, no longer have a range limit when it comes to you. You could be a continent away and receive the benefits all the same.

But, i-it's not like you want a Tamer, or anything...

Digital Entity Perks

[100cp, Free for Digital Entities] Confirming Orders

Whether it is a strange quirk of your unusual physiology, or simply a special ability of yours, you are able to send messages to, and receive messages from, other digital beings. This is functionally similar to telepathy, but operates via digital signals instead of psychic powers. As such, it may be possible to send messages to electronic devices as well, although without a "phone number", receiving messages from these devices may prove more challenging.

All in all, this is a useful tool to keep your minions on-task, as well as receive field intel on the fly.

[100cp, Free for Digital Entities] Hi!

At will, you are able to adopt an upbeat, yet stilted, manner of speech. Speaking in such a way will allow you to unnerve others, whilst still playing innocent and avoiding directing overt threats at them.

A perfect technique when you want to lean into the role of a villain.

[200cp, Discounted for Digital Entities] Brilliant Bungling

You have an unfortunate habit of making foolish errors, or suffering unfortunate accidents. Whilst these setbacks will hinder you in the short term, more often than not, they come back around to your benefit in the long term.

For example, if you were to drop something off on another world, you might just so happen to choose a location near someone with a hero's potential, drawing them into your story and leading to them solving a problem for you down the line. In another case, you might foolishly choose to hold back in a battle, but that victory for your opponent helps them grow, and better stand by your side when they eventually become an ally. You will never know quite exactly how these things will play out until they do, but at least it will keep things interesting.

An error or accident brought on specifically by this perk will never directly lead to your death, or to chain failure. You can toggle the effects of this perk on and off as you please; helpful if there's a time you really don't want to make a mistake.

[200cp, Discounted for Digital Entities] Double Agent

Whatever your true motivation may be, you are effective at infiltrating and subverting enemy organisations and groups.

First, while you are not necessarily more likeable, others within your purported faction are less likely to suspect you are a traitor to the group, even if your behaviour is suspicious enough to warrant an investigation into your background.

Additionally, whilst you are acting as a member of a group you are actually aligned against, you will regularly find opportunities to undermine it, to provide support to its allies, and to solidify your cover as a genuine member of the group.

[400cp, Discounted for Digital Entities] One Last Act

The perk provides two effects, which will help you impose your will upon the world in your final moments.

When you are killed, or your body is otherwise destroyed as to effectively constitute death, you may activate the first effect. This will cause any nearby devices with self-destruct functions to activate, hopefully taking your assailants out with you.

Alternatively, when you are facing imminent death or the equivalent, you can resign yourself to this death in order to activate this effect. For a short period of time, you will benefit from an extreme boost in competence and willpower, allowing you to carry out your last actions perfectly. However, using this effect prevents you from using the first effect for the same death, and also ensures that you will experience that death no matter what. Being revived afterwards is still allowed.

[400cp, Discounted for Digital Entities] Back-up Copy

Once per jump, when you are killed or your body is otherwise destroyed, you can immediately and automatically shunt what's left of your body and consciousness to a preferred computer terminal or data storage device. This prevents chain failure as a result of death. There is no distance limit on this transfer, but it cannot be used to travel between jumps.

If the computer terminal is accessed, or if the data storage device is brought to a terminal and accessed, you will be revived nearby, at perfect health. Whilst others might assume that this is some kind of back-up copy, you can be assured that this is you for all purposes, including continuity of consciousness and counting as "Jumper" (if that's what you were before). If a jump comes to an end and you are still not revived, you will be automatically revived at this time.

Post-chain, you may rely on this ability once every ten years, but there will no longer be automatic revivals.

[600cp, Discounted for Digital Entities] Jumper Ω

You are able to fuse with up to two willing individuals, in order to create a form with significantly more power than could be achieved with the participants fighting alongside each other.

The appearance of this form varies based on the participants, taking visual cues from each of you. Physical features that offer practical advantages, such as wings, are prioritised in this regard. The combined form retains the skills and powers of the participants, but this perk cannot be used to fuse the combined form again whilst this fusion is active. By default, you are in control of the body, but you are able to give someone else the reins, or even share control, if you prefer.

The fusion will be cancelled if it is defeated in battle, but you can also manually end it at any time.

General Perks

[Free] Basic Bioenergy

Cannot be purchased by Digimon.

Your body naturally produces a decent amount of bioenergy, which is required to power a Digivice and thereby strengthen partner Digimon. This is the bare minimum that is required for one to become a Tamer, not anything out of the ordinary.

This energy is functionally useless without a Digivice, so try not to allow yours to be taken from you.

-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] Ginseng

This is special ginseng, a rare medicine found in the Digital World. It can be used to cure those afflicted with a DigiComa, a strange condition that most commonly occurs amongst those with pure hearts.

You have enough ginseng to cure a single person, which will restock one week after it is lost or used.

Post-jump, in addition to DigiComas, your ginseng can also be used to awaken people from traditional comas as well, including restoring any neurological damage or related trauma that led to the coma in the first place.

[200cp, Discounted for Humans] Quest PC

A high-quality PC setup, which can function even in Digital Worlds like this one.

Installed on the PC is a special program. Using it will alert you to those in the local area who are seeking the help of a hero-type, as well as grade these “quests” on a relative scale of difficulty for you.

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

[400cp, Discounted for Humans] DigiShip

This spaceship-looking vehicle is meant to carry its occupants between different kinds of worlds entirely.

Using this “DigiShip”, a small group may travel between the Real World and the Digital World, via the use of “addresses”. The DigiShip can also be used to easily travel around the Digital World; your DigiShip has already been synced to all of the DigiPorts present in the Digital World of this setting, circumventing the need to travel to them on foot first. The DigiShip can be piloted manually if you are feeling brave, but also has an autopilot function that allows you to travel to any address it has programmed into it, including these synced DigiPorts.

In each future setting you visit, the DigiShip will be updated with addresses for both your starting location, and for the setting’s Digital World (if you are already starting in the Digital World, it will instead have an address for the Real World). If a setting has multiple Digital Worlds, it will be an address for the most relevant one. If a setting is not known to have a Digital World, this item will ensure that it does have one. The nature of that “new” Digital World will reflect the setting it belongs to, but you can be assured that the Real World and Digital World will not interact with each other in any way until such a time that you choose to visit the Digital World yourself (or have an ally do so using your DigiShip).

Your DigiShip never runs out of fuel, and general upkeep of it is not necessary. When not in use, you are able to put it in a special subspace, allowing you to easily store and retrieve it as needed.

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

[600cp, Discounted for Humans] DigiLab

Attached to your Warehouse by a gateway, or connected to a property you possess, is this special facility, which is sure to be a boon to any dedicated Tamer.

The facility offers a number of helpful features. First, the lab can convert scan data of a Digimon (like the kind you might acquire with a Digivice) into a brand new Digimon. The newly created Digimon will be untrained, and lack code complexity, but by using higher amounts of scan data, you can increase the code complexity that the new Digimon will initially have. There are diminishing returns on this exchange; higher complexity will require disproportionately higher amounts of scan data. Digimon created in this manner are considered to be followers, but may be imported as companions in future jumps.

Second, the lab has a “DigiLoad’ function. With this, you can “sacrifice” one Digimon in order to improve the power and code complexity of another. It is possible for a Digimon to resist this function, but you’d be surprised how many Digimon are prepared to undergo such a process. When using this function, you may decide whether the sacrificed Digimon arrives in some vague “good place” or “heaven” (which you cannot reach during your chain), or simply ceases to exist, whichever suits you. You and your companions may never be sacrificed, under any circumstances.

Third, your lab has a functioning Evolution Tree system, complete with all DigiPlates present in Digimon Story Lost Evolution. You can add or remove Plates as you like without risking damaging the system. You can also decide whether the system applies to select Tamers or Digimon, to everyone, or remains of. If the system competes with another (like the system already present in the canon setting), it can only add new Digimon, not prevent them from appearing. Thanks to this system, you can be assured that you can convert any scan data you will naturally encounter in this Digital World without being held up, and your Digimon won’t be held back on their growth by missing Plates either. Post-jump, your Evolution Tree will lack a practical purpose, but serves as a reminder of some of the Digivolution pathways one might move through, and acts as a souvenir of your time here.

Finally, your lab has high quality tools on site. These tools are intended to be used when repairing bugged DigiPlates, although you might find alternate uses for them too.

In each future jump, you may choose to move your lab 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 lab 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.

Digimon Items

[100cp, Free for Digimon] DigiPlate Set

A set of special DigiPlates, covering a complete Digivolution pathway from In-Training II all the way up to Mega, and possibly Ultra if appropriate. The pathway demonstrated by this set of Plates must consist of officially recognised Digivolutions (see the Notes section for more information on this).

Your Plates may be placed inside a Digivice without taking up any space or making the device heavier, and may be safely retrieved at any time. Whilst these Plates are in a Digimon’s possession, or they are placed in a Digivice that is linked to a Digimon, that Digimon receives one of two benefits.

The first benefit applies only during this jump: Digimon or Digimon alt-forms acquired here are guaranteed access to Digivolution along that pathway presented by the DigiPlates, regardless of the state of the Evolution Tree system.

The second benefit applies to this first group once this jump comes to an end, and all other Digimon immediately: the Digivolution requirements to reach a form represented by one of the DigiPlates are slightly lessened. This effect does not stack if you possess multiple copies of the same DigiPlate.

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

[200cp, Discounted for Digimon] Lucky Ring

A special ring, that provides its wearer with a number of benefits.

Firstly, the wearer will find that their defensive and evasive capabilities are somewhat higher than usual. Secondly, the wearer will find any training they go through or “experience” they gain is half again as valuable as it would be without the ring. Finally, the wearer will experience additional luck when it comes to finding money.

The ring will resize itself to fit the wearer, helpful for Digimon that undergo drastic changes in size. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Digimon] End-Game Equipment

A set of two pieces of equipment, intended for use by Digimon.

The first piece is a weapon. You may choose whether it is a dagger, sword, axe, spear, gun, whip, bow, or claw. For ranged weapons, this item also comes with an unending supply of appropriate ammunition, which you can retrieve from seemingly nowhere at any time. Not only is this weapon of the highest quality you can find in this Digital World, but it provides the wielder with a minor resistance to a single status condition of your choice, decided on purchase of this item.

The second piece is some kind of defensive gear. You may choose whether it is a shield, a robe, or a suit of armour. In addition to its defensive properties, the wearer of this piece benefits from a strong, but not absolute, resistance to two status conditions of your choice, also decided on purchase of this item.

Each piece of gear will resize itself to fit the wearer, helpful for Digimon that undergo drastic changes in size. Should a piece be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Digimon] Farm Island

Want your very own private island? Look no further.

On purchase, you must choose one of three terrain types for your island. You may choose a volcanic island, favoured by mythical beast Digimon like Agumon. You may choose a desert island, favoured by beast Digimon like Gabumon. Your final choice is a tropical island, favoured by insect Digimon like Tentomon.

Your island is quite large, and is littered with useful facilities. Some offer training for particular aspects, like your speed or durability. Others are recreational facilities that, when used by Digimon of the correct type, provide them with combat experience without having to actually engage in battle. Lastly, there are a pair of facilities equipped to handle the creation of high-quality weapons and defensive gear of the variety found in this Digital World. These facilities have an unending supply of the needed materials, but someone with the time and experience will still be required to actually produce this equipment.

Your inactive companions can even stay here, provided they remain on the island.

At the start of each future jump, you may choose whether your island appears out in the world, or is connected to your Warehouse by a special gateway. Post-chain, you can make this decision once every ten years.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway.

Digital Entity Items

[100cp, Free for Digital Entities] DigiComa Medicine

This isn't medicine to cure those suffering from a DigiComa. No, this medicine *causes* DigiComas. You have enough of it to use on a single target, whether it is human, Digimon, or something else entirely, and your supply will restock a week after it is lost or used.

[200cp, Discounted for Digital Entities] Eraser Gun

This ray gun might first appear to be a children's toy, but it is in fact a surprisingly powerful weapon.

On top of standard use, two settings can be applied to the weapon. The first setting, 'delete', will erase the body of a being that it is successfully used to defeat in battle. The second setting, 'capture', will instead automatically teleport a being that it would otherwise defeat in battle to a pre-programmed location. By default, this is the Ancient Tree in Archive Island, but by fiddling with the settings you'll be able to change this.

Additionally, should you possess a temporary transformation (such as Monster Mode), then transforming whilst holding the gun will allow you to incorporate it into your transformed state, such as by turning your arm into a cannon. Reverting from the transformation will return the gun to you.

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

[400cp, Discounted for Digital Entities] Colosseum

This large battle arena, similar to the Colosseum already present in this Digital World, is now under your ownership.

The Colosseum is very sturdy, allowing it to take hits from the most powerful entities present in this world. Additionally, should it play host to some kind of organised competition or battle, competitors will be unable to destroy it no matter how powerful they become. An ideal training ground for those seeking strength without limit.

In addition to the battlefield, the Colosseum has a large seating area for spectators surrounding it. It is also capable of broadcasting events held inside it, as long as it has the appropriate permissions. Broadcasts can be managed without oversight, with ideal camera angles being chosen as necessary.

Optionally, this item can come with a human announcer, who counts as a follower but cannot leave the Colosseum.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

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

[600cp, Discounted for Digital Entities] Ancient Tree

A very large, strange looking tree. It may be located close to your starting location, placed on a property you possess, or connected to your Warehouse by a special gateway.

In addition to its cool aesthetic, the tree has two major functions. Firstly, by sending an analogue and digital being (such as a human and a Digimon) into its entrance at the same time, it can combine them into a single being. This being will have the bulk of its identity and memory stripped away, allowing it to be conditioned to serve you. The tree is also capable of undoing this combination, restoring each party's memory and identity in the process.

The second function allows it to keep beings trapped in the tree as prisoners. Whilst you are nearby, the tree can empower you by siphoning energy and power from those who are trapped inside it. Be warned: powerful digital beings may be able to subvert this function in order to exert a degree of control over you.

At the end of each jump, you may choose to either release beings trapped in the tree or keep them there, on an individual basis. Beings left in the tree cannot be removed from it, and remain in an unconscious state (preventing them from exerting an influence on you), until your chain comes to an end. While the destruction of the tree typically kills those trapped inside, this cannot be used to 'rescue' those permanently trapped in the tree; they will simply disappear to parts unknown and will not be encountered until the end of your chain.

In future worlds, you may choose for the tree to be attached to your Warehouse via a special gateway, to be placed on a property you possess, or to be placed somewhere appropriate, close to your starting location. Should the tree 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.

General Items

[Free] Digivice

Cannot be purchased by Digimon.

A miraculous tool that allows a Tamer to harness and supply Digimon with their bioenergy. Unlike Digivices present in some other Digital Worlds, this is not achieved by flooding a Digimon all at once, for an immediate but temporary Digivolution; rather, it drip feeds this energy to a Digimon, resulting in consistent growth over time. The Digivice is initially designed to split energy to up to six Digimon at a time, which act as the Tamer's partners. Changing the target Digimon is an easy process, and it isn't unheard of for Tamers to amass large rosters of Digimon and switch between them according to their needs. Adjusting the number of Digimon the Digivice can target may also be possible to those with the proper expertise.

The Digivice can be used to Digivolve Digimon who meet the necessary requirements. It can also be used to Degenerate them to a prior stage. Why would you want to do this? Well, Digimon have varying levels of code complexity, often referred to as ABI. Higher ABI results in a higher growth ceiling for Digimon, and is often required for Digivolutions. Degenerating a Digimon and Digivolving it back up gradually builds upon this code complexity. Digimon will retain a degree of their power, as well as specific skills they have learned when Degenerated; often, a Digimon at an earlier stage of growth will still be stronger than higher stages due to going through this cycle many times. The Digivice will helpfully show you which Digivolutions and Degenerations are possible at any time, as well as Digivolutions your Digimon is close to being ready for.

In addition to these functions, your Digivice can make and take calls, and can be synced up to camera systems, allowing you to monitor what's going on back at base whilst you are out in the wild. Within the Digital World, the Digivice can be used to teleport the user and a small group to set "addresses" pre-programmed into it. This typically requires some setup and may not be helpful in all cases.

If you are importing a Digivice into this option that provides Digimon with immediate but temporary Digivolutions, then the resulting Digivice will have an additional feature. When these temporary Digivolutions are used, the Digimon will receive a very small boost to their ABI. This is less effective than ABI growth through the traditional process, but will nonetheless be helpful to your Digimon over the long-term.

[50cp] Digimon Story Lost Evolution Game Bundle

Want to play Digimon on the go? This bundle contains:

- A Nintendo DS with charger cable.
- A Japanese copy of Digimon Story Lost Evolution.
- A modified version of Digimon Story Lost Evolution, which comes with Operation Decoded's English translation pre-applied.

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

[50cp] Hero's Goggles

A set of goggles. While worn, whether over your eyes or simply on your person, you come across as slightly more important to those around you than you otherwise would be.

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

[50cp] Consumables

A small, but consistent supply of recovery items, which work on Digimon and similar kinds of creatures.

Each purchase of this item provides you with:

- 3 Amazing Potions, which greatly restore the health of a Digimon they are used on.
- 2 Amazing MP Supplements, which greatly restore the energy of a Digimon they are used on.
- 1 Full Recovery, which fully restores the health and energy of a Digimon it is used on.
- 3 doses of Universal Medicine, which cure a Digimon of any status disorders they are currently suffering (but do not revive knocked out or killed Digimon).

Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp/100cp/200cp/300cp] Scan Data

Want to get your hands on some precious scan data, but don't want to stare down a monster? This is the option for you.

For 50cp, you can have the scan data of an In-Training II or Rookie level Digimon. For 100cp, you can have the scan data of a Champion level Digimon. For 200cp, you can have the scan data of an Ultimate level Digimon. Finally, for 300cp, you can have the scan data of a Mega level Digimon. Ultra level Digimon are not available via this option. You can choose which specific species the scan data is for; even species not present in Digimon Story Lost Evolution are eligible for this.

Each purchase of this item gives only the bare minimum scan data required to create a new Digimon, which will be resupplied a week after the existing scan data is completely used. The resupplied scan data will always be for the exact same species of Digimon that the previous scan data was for. Attempts to copy or preserve this scan data, in order to allow multiple uses, will invariably fail.

Please note that you will need to find a means to actually utilise this scan data on your own, and that Digimon created fresh from scan data are typically weaker than their peers, and lacking in code complexity.

-Companions & Followers-

[Free] Starter Team

You are entitled to three free purchases of any of the 50cp companion options.

A Tamer will likely use this for their first three Digimon, whilst a Digimon is wise to consider a Tamer and two allied Digimon. For Digital Entities, perhaps a squad of Eraser soldiers is the way to go? Companions cannot use this option.

[200cp] Bulk Purchase Offer

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 option may only be taken once, and cannot be purchased by companions.

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

[50cp per.] Recruit

For 50cp each, you may take any named non-Digimon character appearing in Digimon Story Lost Evolution 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.

If your new companion is a Tamer, they may take up to three of their Digimon partners with them, who are considered followers. This decision is made at the end of the jump.

[50cp per.] Digimon Recruit

For 50cp each, you may take any Digimon you or your companions have bonded with along on your journey as either a companion or follower (if the Digimon 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 Digimon fill these slots right up until the end of the jump.

Digimon created from you or your companions' scan data are considered to have bonded to their creator for the purposes of this option; this doesn't prevent another person bonding with them or require you to purchase this option if the Digimon in question would already be considered a companion or a follower.

-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] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name and gender, as well as the kinds of Digimon they prefer as Partners. Choosing their gender will also determine whether Kizuna or Shuu is present in the Digital World as another Tamer. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species/Origin. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to North Bridge. You may choose whether Kizuna or Shuu is present in the Digital World as another Tamer.

[+100cp] Digimon Story Lost Jumper

You have an unfortunate habit of getting yourself turned around, and without great care will easily become lost. Perhaps it is best if you don't leave a settlement alone?

[+100cp] No English Release

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

[+100cp] Another DigiReport

For the duration of your stay, you will receive unneeded messages and calls from others. Depending on your circumstances, these messages might take the form of queries from underlings, reports from your Farm Island, or just pure spam. In any case, they are sure to be annoying, and rarely provide information you actually desire.

[+200cp] DigiComa Prone

You are particularly susceptible to DigiComas, a curious affliction that most commonly affects those with pure hearts.

The cure for this condition is Ginseng, which is a rare medicine in the Digital World. Even if you can find some, you'll need to make sure to find an ally which can use it on you should you fall into a DigiComa.

[+200cp] Side Quest Suffering

Every so often, you will find progress in your main objective to be suddenly stalled. In order to proceed, you will have to do an arbitrary number of favours for allies or locals. In order to count, these tasks must require you to travel to a different area, and engage in at least a few battles (commanding others like Digimon to fight on your behalf is acceptable). Whilst you won't know how many will be required each time you are stalled, you will have a sense for when you can proceed again.

[+200cp] Takes Multiple Spaces

For some strange reason, attacks that would normally be near-misses inexplicably hit you instead. Additionally, you will take twice the damage from any area of effect style of attack that you are hit by.

Is this a bug, or is there some aspect of this world in play that you haven't quite grasped?

[+300cp] Lost Digivolution

Cannot be purchased if you are a Digimon who started at the Mega level or above.

For the duration of the jump, you cannot Digivolve, or utilise other transformations. This includes switching or blending alt-forms.

This drawback also applies to those you command in battle, starting from the first battle you command them in, and lasting until the end of the jump.

[+300cp] Chest Boss Chase

Somewhere out in the Digital World is a chest. Within the chest are a trio of powerful, Ultra level Digimon.

Before your stay comes to an end, you must find and defeat these Digimon. Directly commanding Digimon for this task in a Tamer-like role is acceptable. While these Digimon are not the only ones who have taken to hiding in chests, you will know for sure that they are the right ones on their defeat.

If you are unable to complete the task ahead of you, you will fail your chain. Happy hunting!

[+300cp] Digilocke

You have taken on a special challenge, determined by your species/Origin choice.

For those who chose to be a Human here, the challenge works as follows. Should one of your Digimon be defeated in battle, regardless of whether it is a companion, follower, or neither, you will lose access to it for the remainder of the jump. Fleeing and switching a Digimon out are both safe. Additionally, you are limited in the amount of new Digimon that you may acquire. For each new area you visit, you may recruit a Digimon from that area directly, or you may create a new Digimon using scan data from a species that regularly appears in said area, but not both. You cannot have a Digimon join your team via any other means.

If at any point you do not have any useable Digimon, you will fail your chain. You do not count as a Digimon yourself, even if you have a Digimon form from a previous jump.

For Digimon, this challenge is decidedly simpler, though no less difficult. Should you be defeated in battle at any time, you will fail your chain. If you are working with a Tamer, they must keep you as an active Digimon and rely on you in battle. Switching you out mid-battle is not allowed, although fleeing is okay. You must fight your battles directly, and cannot command others to fight in your stead.

For Digital Entities, you may choose to use either the Human or Digimon stipulations, but this decision cannot be changed later.

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

Special thanks to Operation Decoded, for their translation patch.

On the passage of time:

Time passes extremely slowly in the Real World compared to the Digital World. For the purposes of this jump, the ten-year timespan is based on time as you personally experience it, not time in one world or the other.

How does Lost Evolution relate to other Digimon settings?

Due to the appearance of Julia and Glare, some dialogue references, and the use of areas present in other Digimon Story games, it is likely that the Digital World in Lost Evolution is the same one present in Dawn & Dusk, albeit a long time later (from the perspective of the Digital World).

On Digimon Forms, Digivolution, and the DigiPlate Set item:

You are not limited to Digimon that appear in Digimon Story Lost Evolution; you may use any official Digimon for your species choice. 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.

For Digivolution, as the Evolution Tree system is an integral part of the setting, Digimon and Digimon alt-forms acquired here must operate under that system for the duration of the jump, with one exception explained below. The DigiPlate Set item will give some leeway with this, but must still follow a pathway of Digivolution present in some official manner. Again, wikimon can help with this. Whilst some Digimon in-game require multiple DigiPlates, the Plates you receive via the item can cover that Digimon without multiple purchases. If a DigiPlate is already represented in-game, you can utilise the in-game lines off of that Plate (including via warp Plates) if you wish, in addition to the pathway constructed via your item, provided they are active on the tree.

The exception to following the Evolution Tree system, is that if you already have special methods of Digivolution on hand, such as Digi-Eggs/Digimentals, then they will work as normal.

Post-jump, ignore the Evolution Tree system entirely, and use any official lines you like. At this point the DigiPlates will just make it easier to reach the forms they represent.

On Digitama/Digi-Eggs:

A common element in the Digimon franchise is that Digimon are not usually killed in the traditional sense, instead they revert back to a Digitama and essentially “reincarnate”. Whilst this is not observed in this game, as Digimon are shown to be erased rather than killed, you can decide if this element is present in the setting. For Jumper, being returned to Digitama in this way will be considered death for the purposes of chain failure, though perks or items can still be used to prevent this outcome.

Additionally, if you are applying this element to the setting, you can choose for Digimon sacrificed for the DigiLoad function of the DigiLab to revert to a Digitama instead of dying. However, as the purpose of the mechanic is that you lose access to the sacrificed Digimon, you will not be able to encounter that Digimon again until post-chain.

So, what exactly happens here, anyway?

Note: For the purposes of this summary, the player character is assumed to be the male protagonist with a name of Shuu though both name and gender are decided by the player at the start of the game.

While watching fireworks at a festival, Shuu notices a strange explosion on a hill. Shuu speaks to his friend Hiroyuki, who saw it as well. In addition to Hiroyuki, Takuto (another friend), Yui (Hiroyuki’s little sister), and Asuka (Yui’s friend), join Shuu in investigating the explosion.

The group comes across a strange spaceship, and encounters an Agumon soon after. Agumon is looking for a Tamer; the Digivice it has indicated that one should be nearby. The group doesn’t understand what a Tamer is, but the conversation is cut short by the emergence of figures from the ship. On Agumon’s advice, most of the group flee, leaving only Shuu behind. The individuals from the ship, described by Agumon as bad Tamers, are Uno, Dos, and Tres. They plan to leave a Numemon behind in this world. Agumon asks that Shuu become their Tamer, and Shuu agrees. Agumon confronts the bad Tamers; they agree to take the Numemon with them if Agumon and its Tamer can defeat the Numemon in battle.

After Shuu wins, the group returns to assist. The Bandits agree to take Numemon back with them to the Digital World, and get on their ship. Agumon explains the Digital World to the group. However, when the ship attempts to pick up Numemon, it also collects Yui, Takuto, and Hiroyuki as well. Shuu and Asuka decide to get on as well, and the DigiShip (as Agumon calls it) and they are taken to the Digital World.

The DigiShip ejects cargo due to Hiroyuki pressing the emergency exit button, which causes Shu, Asuka, and Hiroyuki to be separated from the others, ending up at North Bridge, on Motherboard Continent. Agumon explains that without a DigiShip of their own, they won’t be able to return to the real world. Agumon gives Shuu the Digivice. The group heads to the DigiBase on Agumon’s suggestion. Along the way they meet Gabumon, who recently had Bug Plates stolen from it. Shuu becomes Gabumon’s Tamer as well.

At the DigiBase, the group meet Terriermon, and fill it in on the situation. The humans sleep at the DigiBase. After the rest, the Digimon at DigiBase inform the group that a DigiShip is available at Patch Prairie. It was brought there by Sukamon, but the ship was crashed and left forgotten. According to Terriermon, the Bandits are on an island next to South Bridge, which cannot be reached without a

DigiShip. Renamon makes a Farm Island for Shuu, and asks that Shuu accept three of its friends as Partner Digimon.

The groups find the wrecked DigiShip at Patch Prairie, but the Bandits are there as well. After a battle, the Bandits reveal that they weren't even aware that they had stowaways on their DigiShip. Though this means that they don't know where Takuto and Yui are, Tres guess that they are probably near South Bridge, since that's where their ship is. She says that they'll likely be caught by the Selectors, beings that are creating a new Digital World. They select Digimon and Tamers worthy of this new world, and delete anything they deem unnecessary for it. The Selectors already control the Digital World, and will soon execute the Defrag – which is where the old world will be split up and destroyed, and a new one will be created. The Bandits reveal that they are one of the strategic teams working with the Selectors. They detect newbie Selectors nearby, and give up the wrecked ship in order to go hitch a ride from them.

On contacting the DigiBase, Terriermon informs the group that a strange virus has appeared. Soon after, a group of strange beings called Erasers (which work for the Selectors) arrive at the DigiBase via a ship. Their objective is to erase "Lost" Digimon and the Evolution Tree inside the DigiBase, whilst freezing "untouchable" Digimon that they are not authorised to erase. Renamon surmises that the virus was sent by the Selectors.

Shuu's group returns to the DigiBase, where they encounter a group of these Erasers. The Erasers detect Shuu's Digivice and recognise him as a Tamer, forcing him to battle them as a test. Afterwards, they retreat, allowing the group to get inside. There, they encounter Calumon, who explains that the Evolution Tree has been damaged and about half the DigiPlates are damaged or stolen. They find Terriermon, Renamon, and Gatomon, and do an evaluation of the damage to the DigiBase. With the Tree damaged and the Plates missing, the Evolution System is not functioning, preventing both Digivolution and Degeneration.

In order for the Tree to be repaired, Shuu must find Bug Plates, have them restored, and added to the Evolution Tree. Each plate represents a Digimon, allowing that Digimon to be Digivolved, Degenerated into, or Converted from data. Gatomon informs the group that the DigiShip they found lacks a Black Box. She suggests they visit Package Coast in order to find such a part. Hiroyuki stays at the DigiBase so he doesn't cause problems, whilst Asuka goes with Shuu. Pandamon arrives and sets up as a Shopkeeper. Renamon provides some information on the Selectors – a long time ago, Tamers suddenly disappeared from the world. Bandits and Erasers began appearing around this time. They were probably responsible for the disappearances, and ended up invading the Tamer Union. After Shuu practices restoring a Plate, they head towards Package Coast.

Shuu and Asuka come across some Erasers just as they erase a Vegiemon. The Erasers claim that there is evidence that Shuu was sent here by the Numbers (Uno, Dos, Tres), and are given orders to erase the Numbers, to capture Shuu as a possible "P-Rank" Tamer, and erase the others. Shuu is able to win, and the Erasers retreat. Whilst looking for a Black Box, they encounter a DemiDevimon with one. The DemiDevimon has stopped trusting Tamers due to its belief that they abandoned Digimon when the Selectors arrived. Asuka is unable to persuade it, and it runs away. On Terriermon's advice, they proceed to the nearby DigiPort in order to sync the DigiShip up with it. There, they find a Devimon Plate. Terriermon informs them that it had been missing even before the Tree was damaged. Asuka suspects a connection between DemiDevimon and the Devimon Plate. After a quick stop back at the DigiBase to return the Plate, they proceed to Logic Mountain. Asuka speculates that DemiDevimon may have digivolved now that the Devimon Plate is back in the Tree, and sure enough, they encounter the now Devimon soon after. Asuka convinces Devimon to battle, on the condition

that he hands over the Black Box is Shuu wins. After Shuu is victorious, and the Black Box is given, Asuka tells Devimon that she thinks its Tamer chose to deliberately remove the Plate in order to prevent it from being destroyed, and thus protect DemiDevimon's future. Asuka blames Devimon for not investigating and assuming that its Tamer fled, when all Tamers went missing at the same time – which she thinks means they were all captured. Devimon says that if they find an annoying Tamer, that it is probably Bibir – his partner. Devimon seems to change his mind on Tamers, before leaving.

Back at the DigiBase, Renamon informs the group that an ally of theirs has gotten into a fight with the Bandits. Shuu and Asuka head to Logic Mountain, where they find HerculesKabuterimon fighting the Bandits. The Bandits trick HerculesKabuterimon into believing the pair are their underlings, and flee, forcing a battle. After the battle, they manage to convince HerculesKabuterimon that they are on the same side. HerculesKabuterimon gives them some Bug Plates, but explains that they were given to it by the Bandits, who told it to return them to the Tree. HerculesKabuterimon doesn't understand their actions. HerculesKabuterimon asks the pair to look into a place called Palace Laboratory once they get to South Bridge.

The pair help out some Digimon with personal requests. Later, Patamon informs Shuu and Asuka that Hiroyuki suddenly took off in the DigiShip. It appears that he took off for South Bridge right after the address was put into the ship. The DigiShip returns, without Hiroyuki, and with the information for South Bridge deleted. Using a Digimon that can dig, Shuu and Asuka move from Chip Forest to Pallet Amazon (South Bridge) via the Underground. Two Kuwagamon approach the pair. They say they were sent by an ally, and to do everything in their power to bring the pair back with them. This results in a battle when they do not provide additional information. They consider Shuu and Asuka traitors for attacking an ally's friends, and retreat. When Asuka tries to pursue, they kidnap her. Shuu catches up to the Kuwagamon, and WarGrowlmon shows up. WarGrowlmon states that they were sent by their Tamer, but is unwillingly to trust Shuu, so they battle. Although Shuu wins, WarGrowlmon and the Kuwagamon teleport away, taking Asuka with them.

Continuing on, Shuu encounters Kizuna (this is the female protagonist, if the female protagonist was selected by the player, they instead encounter Shuu). Kizuna suspects Shuu is working for the Selectors, and battles him. After Shuu wins, he asks about his friends. Kizuna reveals that they have been taking care of Hiroyuki.

Kizuna takes Shuu to Tamer Town. The settlement used to have many Tamers living there, but the Selector stole many of their Digivices, and whittled down Tamers with attacks, until Kizuna was the only Tamer remaining. Shuu finds Hiroyuki, who reveals he took off because he heard a rumour that a small Tamer was seen arguing with Selectors at Limit Valley, and asks that Shuu take him there.

Shuu and Hiroyuki head through Register Jungle on the way to Limit Valley. Shuu gets a call from Terriermon; Asuka is being targeted by a scary Digimon, which is going after red Digimon (which Kuwagamon and WarGrowlmon happen to be) and asking them about Asuka's whereabouts. Soon after, the pair encounters VenomMyotismon. This is the Devimon from before, and was the Digimon looking for Asuka, as he was worried about her. He soon leaves, looking for more red Digimon.

At Limit Valley, Shuu and Hiroyuki come across Uno and a strange monster battling against Erasers. Uno tells them that they are disposable pawns of the Selectors, revealing that there used to be seven Numbers, and claiming that 4 through 7 were eliminated by the Selectors. After the Erasers are defeated, Uno and the monster battle Shuu. After the battle, Uno tells them that the rumour they heard was likely about Tres. Uno suggests that Shuu and Hiroyuki leave, even offering them an address for the real world. When Hiroyuki tells him that they won't leave without their friends, he

warns them that they may not even recognise their friends anymore. Not too long after, Shuu and Hiroyuki meet and battle WarGrowlmon once more. After losing, the WarGrowlmon retreats, claiming to have been merely seeking to delay the pair.

At Palace Laboratory, the pair run into Takuto. Takuto reveals that he is WarGrowlmon's Tamer. He suddenly attacks Shuu, and teleports away after losing, warning the pair that he will be forced to view them as enemies if they get in his way. Soon after the pair find Asuka; she has also become a Tamer, and is also obviously acting out of character. After she is defeated, she leaves her GrapLeomon behind for being too weak. Once she has left, it suddenly changes its behaviour as though waking from a trance, and sets off to find its Tamer.

At the Union Room, the pair meet Kernel. He claims that the Tamers are gathering at the Home Area in order to create a new Tamer Union. First, each Tamer must "prove themselves", and Kernel will provide that opportunity right away, as he says he does not have his Digivice with him as they are attacked by Erasers. Impressed by Shuu's performance, Kernel provides him with an address to the Graphics Board Continent. Kernel informs Shuu that Graphics Board Continent has four areas and four cities; in each city is a champion and if Shuu can defeat all four, the colosseum will allow him entry into a competition to determine the top Tamer of the Digital World – the World Championship. Kernel claims to be interested in gathering powerful Tamers in order to stop the Selectors.

Back at the DigiBase, Shuu does some requests before travelling to the Graphics Board Continent. Moving through Task Canyon, Shuu reaches East City, and challenges the Tamers here. He battles Bibir, DemiDevimon's Tamer. Afterwards, the now MaloMyotismon appears and rejoins his Tamer, and Shuu battles once again. Although they are defeated, the pair are reinvigorated and rush to challenge the champion of the city. Catching up, Shuu finds that the pair have lost again, this time to Asuka, who has become champion. Asuka battles Shuu with a strange monster similar to the one used by Uno before. After Shuu wins, the monster leaves, and Asuka returns to her senses, with no memory of what had happened to her. Shuu leaves for South City, Asuka returns to the DigiBase to recover, and Bibir becomes temporary champion in their absence. Shuu receives a call from Terriermon, who informs him that Kernel's apparently been dead in the real world for a long time. He, along with his friends, were the ones who created the Digital World. Terriermon suspects that the Kernel that Shuu meant was a copy of Kernel left behind as digital data, and that it was ordered to protect the Digital World in the original's stead.

When Shuu reaches South City, he finds that it is overrun with Numemon who have taken over the city. They refuse to let him challenge the champion until they receive Ebe Pop, requiring him to travel to Thriller Port West and defeat some Ebemon for it. When he hands it to the Numemon, they use it to combine into GiantNumemon, but Shuu defeats them. The champion of the city is Tres, who battles with another strange monster. She thinks the Numemon are pathetically weak, but after losing to Shuu her opinion of them improves for doing so well against him. She asks Shuu to tell the Numemon to look after the city, and leaves with the monster. The Numemon agree and Shuu leaves the city, heading for West City.

Moving through Access Glacier, Shuu makes it to West City. Shuu learns that the champion has locked themselves away, having given up the will to fight. Kizuna arrives, and asks that Shuu find the champion's partner, BanchoLeomon, who is training near Access Port North. After getting BanchoLeomon to help, Shuu returns to West City, where BanchoLeomon has broken down the door. The champion, Ace, says that he doesn't want anyone fighting so that no one gets hurt by the Selectors. BanchoLeomon forces him to battle whilst acting as his partner. Afterwards, Ace still

doesn't wish to fight but is convinced when Kizuna says she will take his place instead. Kizuna thanks Shuu for his help.

Shuu heads through Proxy Island to reach North City. In the process of battling through the Tamer, Shuu restores the memories of a WaruSeadramon. Shuu finds that Takuto is the city's champion. Yui is also present. After defeating Takuto, he reveals to Shuu that Yui has been in some sort of daze since she arrived in the Digital World, and he is just trying to keep her safe. WaruSeadramon overhears this and explains that she is in a DigiComa, which can happen to those with pure hearts. The cure is Ginseng, which can be found on a small island nearby Proxy Port West. Shuu goes to collect the Ginseng whilst Takuto stays with Yui. Shuu battles an AncientWisemon for the medicine, as it mistakenly believes he wants medicine to cause DigiComas rather than cure them – something the Selectors had recently come for. Shuu uses the Ginseng to revive Yui. Yui, Takuto, and Shuu return to the DigiBase.

With everyone back at the DigiBase, the group discusses what transpired. Terriermon suggests that what happened with Asuka was that she was too synchronised with a Digimon. Kernel calls Shuu, and asks him to come to the Colosseum.

Shuu competes in the World Championships, eventually making it to the finals. After defeating Kizuna, the final match is against the Bandits. The three assume their Monster Modes (the strange monsters seen earlier), and then fuse into a single form. After a final warning to return to the Real World, they battle Shuu and are defeated. Shuu earns the title of World Champion and receives the Platinum Tamer Rank. The combined Bandits inform Shuu that since no one knows the identity of the Selector's leader, they require Shuu to act as bait to lure them out, and wish Shuu luck with the task.

Kernel makes an announcement: now that there is a Platinum Tamer, they will begin a counterattack on the Selectors. However, his speech is interrupted by Selectors who capture him and attack Shuu. The Selectors retreat, but still manage to capture the majority of rebel Tamers before doing so. Back at the DigiBase, Gatemon tracks the Selector's DigiShip.

After Shuu does some more requests, Terriermon informs him that they have tracked the ship to what they believe to be Archive Island. The Ancient Tree, said to be the original form of the Evolution Tree system, is rumoured to be there. Shuu battles through Erasers and makes it to the Ancient Tree, stumbling across a Tamer and Digimon being combined in order to create an Eraser; this is how all of the Erasers have been made. Kernel appears, revealing himself to actually be the Selector leader. The Bandits show up as well to confront Kernel. They are revealed to essentially be prototype Erasers. Kernel explains that his plan to combine Tamers and Digimon and delete unnecessary things in order to save space in the Digital World, as the current one is facing a crisis. He absorbs the Bandits into the Ancient Tree, and uses its power to become Giga Devast.

Shuu defeats Giga Devast, but it Digivolves into Tera Devast. However, being Data-linked to the Ancient Tree makes it vulnerable to the Bandits on the inside, presenting a weakness. Shuu defeats Tera Devast, but it sets a self-destruct sequence on the Ancient Tree. The Bandits sacrifice themselves to contain the blast. Shuu and his friends return to the Real World, but can return to the Digital World at any time.

In the post-game, backups of the Bandits and Kernel are used to bring them back, with Kernel's backup being prior to his descent into madness and therefore making him not a problem this time around.

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new note: **On Digitama/Digi-Eggs**.

1.1

(i) Tamers acquired via the **Recruit** option can now take up to three Digimon with them as followers.