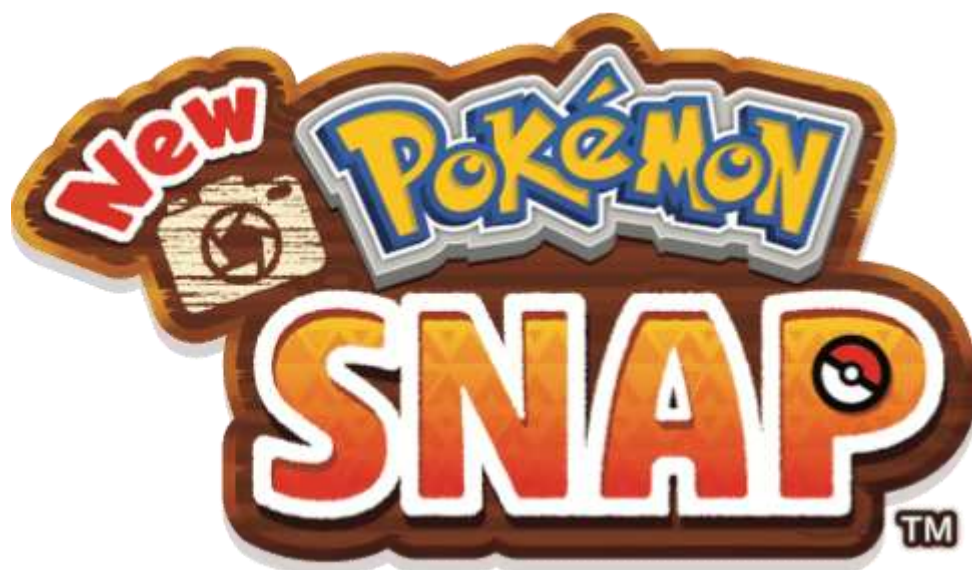




A Jumpchain CYOA by WoL_Anon

Ver. 1.4

Welcome to the Lental region, Jumper! This region of the Pokémon world has a great diversity of climates and Pokémon. Though, perhaps unlike what you are used to, when someone here says that want to 'catch' a Pokémon, they probably mean on film, and not with a Poké Ball.

You arrive in this world as the Protagonist of New Pokémon Snap first shows up at L.E.N.S. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

You may choose to be either a human or a Pokémon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

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

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. Whilst Evolution is possible for you, it may take substantial amounts of time to achieve due to the apparent lack of Trainers in this region. As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 300cp.

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

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 400cp.

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

You can only choose to be an officially recognized Pokémon species. You cannot elect to be a Legendary or Mythical Pokémon.

For an additional 50cp, you can elect to be an alternately coloured version of your chosen species, otherwise known as a Shiny Pokémon.

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

-Background-

You must choose one of the three Origins in this section. 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.

Photographer

Requires the Human species.

Whether you are a veteran photographer like Todd Snap, or just starting out, a wonderful world full of interesting sights awaits you! You are free to decide if you are also working for Professor Mirror, or if you are a freelancer.

Researcher

Requires the Human species.

Every region in the Pokémon world has its own experts, those studying the various forces at play, and developing new tools to combat or exploit them. You are one of the Lental region's researchers. You could be a colleague or research assistant of Professor Mirror, or perhaps you are off on your own? In any event there is still plenty to learn around these parts.

Pokémon

Requires the Pokémon species.

As a Pokémon, you are free to decide whether you are a wild Pokémon, who lives out in one of the many untamed parts of the Lental region, or if you live amongst humans as an assistant or a companion. In either case, you are untrained and have yet to master the various powers that may be at your disposal.

-Location-

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

[1] Florio Island - Laboratory of Ecology and Natural Sciences (L.E.N.S.)

This laboratory is both the home and workplace of Professor Mirror. Unlike what you may be expecting, it has quite the natural aesthetic, with wild Pokémon regularly wandering in and out. It will be serving as the base of operations for Professor Mirror's research team.

Those with the Human Species may choose to begin here for free.

[2] Florio Island – Florio Nature Park

Located only a short distance away from L.E.N.S., this nature park is a great place for amateur photographers to get some experience. A variety of Pokémon live here. Hidden somewhere in the park is the Illumina Pokémon Meganium, who reveals itself only to a select few.

Those with the Pokémon Species may choose to begin here for free.

[3] Belusylva Island – Founja Jungle

This is a dense, tropical jungle teeming with all sorts of life. Once a photographer has gotten their feet wet in the nature park, this may be a good place to visit next. Deep within the forest are some ancient ruins, the purpose of which is as yet unknown in the modern day.

[4] Voluca Island – Sweltering Sands

Jeez, it's sooo hot! You are in the middle of a vast desert. Fierce sandstorms are common here, many of which are actually caused by the Pokémon themselves. At night, Minior slam down into the Earth's surface as hard as they can. For those looking for some respite, a small oasis is located nearby.

[5] Maricopia Island – Blushing Beach

Hope you're in the mood for some beach fun. The Pokémon here sure are, either relaxing or playing around. There are even some Alolan Raichu surfing around on their tails with their psychic power. As usual, there are plenty of opportunities for a great shot here.

[6] Durice Island – Shiver Snowfields

Brr... as the name indicates, this place is freezing! Here you find Pokémon with thick coats to protect themselves from the elements, and Pokémon that are of the Ice type themselves. The great explorer Captain Vince never made it this far, but the research team still intends to visit here eventually.

[7] Aurus Island – Ruins of Remembrance

What the... how'd you end up here? This is Aurus Island. Whilst populated by Pokémon, amongst humans it is thought of only as a legend, with its location currently unknown. If you can make your way through the ruins here, and if you are worthy, the Illumina Pokémon Xerneas may appear before you.

[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.

Photographer Perks

[100cp, Free for Photographers] Smack-Dab In The Middle

Like any good photographer, you know your way around a camera. You understand how to use all of the functions of the Professor Mirror's specially designed Research Camera. You have no difficulty keeping a camera steady when taking a shot. Lastly, you have a good eye for subject placement.

Now get out there and put it to good use!

[100cp, Free for Photographers] Good Arm

You have an excellent throwing arm, allowing you to pitch balls and ball-like objects quite the distance, and an aim to match. In other regions, this might have helped you use Poké Balls effectively. Here though, this perk will help you position fluffruit just right, or light up a Pokémon with an Illumina orb.

[200cp, Discounted for Photographers] Photo Opportunist

Any good photographer will tell you 'Timing is everything', and you've taken this to heart. When using a camera, your sense of timing is uncanny, allowing you to take the shot at just the right moment. Additionally, you have a sixth sense for when something you would consider to be an excellent photo opportunity is approaching, giving you a few moments to ready your camera and prepare to take the shot.

[200cp, Discounted for Photographers] Alternate Route Seeker

As fun as exploring the wilds of the Lental region can be, occasionally one might feel like their explorations through it are "on-rails", so to speak. For those wishing to spice things up a bit, this is the perk for you.

You now have an excellent navigational sense, as well as a keen eye for noticing hidden or secluded areas. Put together, you will find it easy to plot alternate routes through the wilderness. Although moving off the beaten path can be risky at times, it can present wonderful opportunities as well.

[400cp, Discounted for Photographers] Animal Friend

The Pokémon of the Lental region are surprisingly tolerant of human interlopers. With this perk, you may carry this effect forward with you to other settings.

From now on, wild animals will treat you more favourably. Your presence will be tolerated within their territories. Many will be curious instead of cautious, allowing you to have an easier time befriending them. Even animals known to be hyper violent will limit themselves to giving you warnings, unless you deliberately provoke them. Fortunately, taking photos of these creatures will never count as provoking for the purposes of this perk.

Outright hostility to a wild animal will cause this perk to cease functioning on that specific individual animal indefinitely, and generally until you leave the area.

[400cp, Discounted for Photographers] Photographic Memory

A photo is the representation of a single moment of time. Once taken, that moment has passed. If you mess up your shot, it is gone forever. Until now.

By meditating, you are able to "re-live" any moment you can remember. Whilst you are unable to control your body as it goes through the same actions it once did, you are able to pan your "vision" around, granting a full 360° range. Things you did not know about are not visible to you, with your

mind approximating what should be in the blank spaces you did not see for yourself. At any point, you are able to take a “mental photograph” of a point in time. You can then send this mental photograph directly to any camera or camera-like device you possess, where it will take shape as an actual photograph.

[600cp, Discounted for Photographers] Worthy

In this region, and this world in general, are many elusive Pokémon that only make themselves known to a select few. You are now one of those few.

In this and future worlds, creatures that hide themselves from the general public will make themselves known to you if you seek them out. This perk will even guarantee that these creatures allow you to capture them... on film. If you wish to acquire the assistance of these creatures beyond modelling, you are going to have to bring more to bear than this perk alone. Even still, this perk could bring you great fame and fortune if used wisely.

Outright hostility to one of these creatures will remove this perk’s effect on it, freeing it up to leave, or to attack, as it sees fit.

Researcher Perks

[100cp, Free for Researchers] Allow Me To Explain

For some reason, it is commonplace in the Pokémon world for researchers to rely on children to assist them. As such, you have developed a talent for explaining difficult concepts simply, so that ten year olds could at least grasp the general idea of what you are saying.

[100cp, Free for Researchers] Logo Designer

It seems that, perhaps despite appearances, you have a bit of creative flair in you. This manifests as a talent for designing logos and emblems which artfully embody desired concepts or represent real world visuals. Maybe you could design some kind of team emblem with this?

[200cp, Discounted for Researcher] Get Your Own Mentor!

Researcher types don’t tend to leave the lab very often, often relying on others to do the legwork for them. In this world this role is often taken up by children. Now you have a chance of picking some help for yourself.

From now on, whenever you become somewhat publicly known within any given (child friendly) field, you will begin to attract the attention of kids who want to help you out. Whether this takes the form of a protégé, a research assistant, or something else will depend on the given field. This effect will only attract two to three helpers at a time.

If you like, you can toggle the effects of this perk off, either generally or for given fields, in the event you don’t want to be bothered. This won’t send existing helpers away, but will prevent you attracting new ones via the perk.

[200cp, Discounted for Researcher] Jumper's Great With Kids

Of course, if you are wanting kids to give you a hand around the lab, you are probably going to have to get their parents' permission first. Fortunately, you have an easy time maintaining and developing a reputation as a good caretaker of children. When you treat kids well, word travels fast. Whilst this perk will not prevent word getting out if you abuse children or engage in similar criminality, it will prevent any negative reputational consequences for harmless neglect. After all, too much babysitting cuts into your research time.

[400cp, Discounted for Researcher] Professor's Evaluation

Like Professor Mirror, you have an astounding ability to analyse photographs. This is at its strongest when the photograph is of a Pokémon, or similar creature.

Immediately you would be able to determine if the photo is genuine or fake. You would also be able to determine, on a scale of 1 to 4, how common or unusual the behaviour being displayed by the creature is. As you analysed photographs of that type of creature that fell at a different point on the scale, you would be able to infer more and more knowledge about it. Having analysed a photo at all four points of this scale, you could fill an encyclopedia entry with your knowledge of it, including average height and weight, any elemental typings or affinities, and which areas it is likely to appear in. The quality of the photos matters somewhat, for extremely blurry or poor-quality photos you would only be able to gauge its authenticity.

As a side benefit, you have a good eye for photography in general, allowing you to reliably predict winners of photography contests, or even judge them for yourself if you desired to.

[400cp, Discounted for Researcher] Interesting Times

The true tragedy for the explorer is to live in an era where there simply isn't any possibility for discovery. This was the fate that befell Captain Vince, who simply never had a chance to encounter ancient ruins deep underwater, or the Illumina Pokémon Wishiwashi, due to a lack of technological progress. Fortunately for you, this will not be a concern any longer.

From now on, you will not be hindered in your research or exploration by circumstances outside of your control, and you will instead be presented with possible workarounds or alternate paths to find what you have been seeking. This might take the form of a clue allowing you to bypass certain steps of an investigation, or the arrival of a "protagonist" who could bypass "worthiness" checks you could not. In some case, it might make the world a bit more dangerous, speeding along prophecies of disaster you are researching in order to give you more of a clue of what they mean. "Interesting times" often has a negative connotation, after all. This perk will not apply if you are investigating things that simply do not exist, as no clue or assistance would make a difference. It also won't work to bypass problems that you can already overcome yourself, and while it will give you access to information, it can't make you understand it.

You can toggle the effects of this perk off whenever you would like, in the event you want to play it safe. This will not undo changes caused by the perk, but will prevent it causing additional ones until it is toggled on again.

[600cp, Discounted for Researcher] Mirrored Mind

What comes after research is development, and you are once heck of a developer. This perk grants you a knack for inventing on par with the great Professor Mirror. With time and effort, you will be able to replicate his achievements, including the NEO-ONE and its ground-breaking teleportation and shrinking technologies.

This perk also gives you a sixth sense for whether any given technology could be incorporated into a camera or adapted for use in the field of photography. Because what better mark of a genius is there than the number of functions you can shove into a single camera at once?

Pokémon Perks

[100cp, Free for Pokémon] Photogenic

There's just something about you that causes photos taken of you to turn out amazing. You always seem to end up framed well, with ideal lighting that brings out the best traits in your physical appearance. For a Pokémon in this particular region, it might be quite the asset.

[100cp, Free for Pokémon] Illumina State

The Illumina phenomenon. A curious quirk of Pokémon (and crystablooms) native to the Lental region that causes them to glow under certain circumstances.

This perk enables you to undergo this effect whenever you like, entering what is known as the Illumina state. While the colour a Pokémon glows is usually determined by the island they are native to, you are free to choose any of the six possible colours (blue, yellow, green, pink, purple, or gold). You may only choose one, and this choice is final.

This glow is primarily an aesthetic effect, though it can also be used to light your way through dark areas in a pinch.

[200cp, Discounted for Pokémon] Friendly

Whilst there is an apparent lack of Trainers in the Lental region, there are still Pokémon who choose to live with the humans here, serving as assistants or even just friends.

If the latter appeals to you, then this perk will be of interest. From now on, you have excellent social awareness, and can easily pick up when those around you that you care about are in need of some support or cheering up. Additionally, you find it easy to remember personal details about those you consider to be friends, whether that be a birthday, their favourite food, or the hobbies they enjoy.

[200cp, Discounted for Pokémon] Hide and Sleep

Apparently, a bunch of humans are planning to go into the wilderness and take a lot of pictures. If you are the sort of Pokémon that doesn't want their rest disturbed, is camera shy, or would simply rather be left alone, then this perk will prove quite the boon.

First, you have gained a great talent for finding suitable hiding places. When looking at a potential hiding place, you will get an immediate sense of whether it fits your current form, as well as how much you would stand out whilst hiding there.

Additionally, when going to sleep, you can elect to enter into a deep sleep that prevents you from easily being woken up by others. Loud music played right next to you would fail to work, as would lobbing objects at you. Fortunately, this part of the perk will immediately vanish if you are in actual danger, allowing you to be woken up as normal in those circumstances.

[400cp, Discounted for Pokémon] Birds of a Feather

Although far from a hard and fast rule, it is extremely common to see Pokémon of the same evolutionary line band together and form tight knit groups. This is now something in the cards for you as well.

From now on, you will have a substantial bonus in effect when persuading, befriending, or recruiting those who are the same species as you. For the purposes of this perk Pokémon of the same evolutionary line, including alternate evolutionary paths (such as Eevee's various evolutions), are considered to be the same species, instead of a collective "Pokémon" species. As a special consideration, certain Pokemon that do not share an evolutionary line but are nonetheless related are considered to be the same species for the purposes of this perk. These are: the Nidoran  and Nidoran  lines, Volbeat and Illumise, and Manaphy and Phione.

Should you possess multiple species, such as via alt-forms, only your current "active" species counts for this effect.

[400cp, Discounted for Pokémon] Orb Form

You now possess a special power shared by the Legendary Pokémon Xerneas.

By using this power, you take on the form of a glowing orb, that is noticeably smaller than your usual size. This orb can fly around, and can move at your maximum speed continuously. As long as you remain in this form you cannot be conventionally harmed, though esoteric effects and bursts of energy will disrupt this form and revert you back to normal. The first time this happens it will only take a few moments for you to re-enter your orb form. Consistent disruptions over a short period of time will extend the amount of time required before you can return to your orb form.

As useful as this is, whilst you are in your orb form you are unable to harm others, and any abilities you have that depend on specific body parts will also be inaccessible. This means the orb form is primarily a tool for hiding or escaping.

[600cp, Discounted for Pokémon] Illumina Pokémon

Not to be confused with the Illumina phenomenon, though the concepts are certainly adjacent, are the Illumina Pokémon. These are special Pokémon thought only to be a myth by most. Whether or not you are a Pokémon, you have the special qualities that sets an Illumina Pokémon apart from a regular Pokémon.

While in Illumina state, your appearance will drastically depart from what would ordinarily be expected. Your glow is noticeably stronger and more vibrant, with particles of light radiating off of your body. Additionally, some kind of pattern makes itself visible across your body. You are free to determine the nature of this pattern upon purchase of this perk.

Of course, there are benefits to this far beyond the aesthetic. To begin with you are extremely long-lived. Barring accident or injury, you will live on indefinitely, whilst remaining at your physical prime.

Additionally, you have the ability to share your energy with other Illumina Pokémon, or those who possess this perk. You can conversely use this link to signal to other Illumina Pokémon or those with this perk that you are in need of their energy. Through the sharing of energy, one can fight for longer, or perform their powers and abilities at a higher level than normal. This energy sharing happens almost instantly, but has a maximum range of continental.

Since there is no guarantee you will encounter other Illumina Pokémon in future worlds, upon purchase of this perk you may nominate an individual to which you can send energy to as if they were an Illumina Pokémon, though you cannot receive energy back from them. At the start of each jump, you will have an opportunity to change the individual nominated by this perk. Post-chain, you will receive this opportunity every ten years.

-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.

Photographer Items

[100cp, Free for Photographers] Illumina Orbs

You have an endless supply of special glowing orbs, which you can produce whenever you like, no matter how improbable that might be. These are similar to the orbs that will be developed by Professor Mirror very soon.

When thrown at a creature or plant these orbs will cause it to take on the Illumina state for a few moments. In other words, the orbs will make the target glow briefly. You have six different types of orbs, each a different colour (blue, yellow, green, pink, purple, and gold).

Whilst the orbs produced by Professor Mirror can only be used in the Lental region, and only on Pokémon or crystabloom of the corresponding island to colour, yours will work anywhere and you will always be able to use your preferred colour. Maybe you could use these to pretty up a subject before you take a photo?

[200cp, Discounted for Photographers] Photodex

The special book serves a dual purpose as both a photo album and encyclopedia. It will be able to expand indefinitely as required, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

Whenever you take a photo of a new type of creature, an entry will be added for it. For each entry are four open photo slots, which need to be filled with photos of the creature with different types of behaviour. Simply have an appropriate photo in your possession (whether it is physical or digital) and intend for it to be placed in the Photodex, and the dex will automatically create an exact physical copy of the photo perfectly placed into it, allowing you to use the original however you like. Even if you already have that behaviour in the album, or already have all four slots filled, you can replace an existing photo with an appropriate new one whenever you like via the same process.

As you fill this accompanying album portion, the encyclopedia portion of the entry will automatically fill itself in. Fully completed, the information provided includes the name of the creature, average height and weight, category, any elemental typings or affinities, a short description of the creature, and even a 3d model hologram of the creature that comes out of the page and can be rotated around to give you a good look at it. Should the creature possess multiple forms, or differ greatly between genders, they may be multiple models available. These additional models require a valid photograph of the alternate form to have been placed in an appropriate at some point in time, but do not require that the photos of these alternate forms permanently remain in a slot, so you can always swap those back out if the photos aren't to your taste.

Should your Photodex go missing, or be damaged beyond repair, a new one will reappear in your Warehouse after 24 hours. It will retain all of the progress you have already made, including preserving any photos appropriately placed in the album.

[400cp, Discounted for Photographers] Personal Computer and Server

If hoarding, sharing, and editing your photography is something you are interested in, then this might be the item for you.

First, you have an absolute top of the line personal computer. It will never run out of power, and will be able to access the Internet freely in all worlds where such a thing exists. Pre-installed is a suite of professional level photo editing software.

Additionally, you have your own personal server hardware, everything you could possibly need to set up and run a website entirely from your end. Maybe you want somewhere to sell your hard work, or perhaps you want to set up some kind of photo sharing social media service? That's up to you.

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

[600cp, Discounted for Photographers] NEO-ONE

This self-driving vehicle was developed by Professor Mirror, modelled by a similar vehicle used by Todd Snap many years ago. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as much as you like. Your copy even has a number of features that Professor is

yet to install into the original, which I'm sure the Professor would appreciate seeing if you had the inclination.

The NEO-ONE is designed to be an all-terrain vehicle. Whilst not capable of sustained flight, it can maintain a slight hover off of the ground, allowing it to travel over both land and water. It can even travel deep underwater without adverse effect, and is shielded against both extreme hot and cold temperatures.

The NEO-ONE is designed to assist photographers, and has a number of features to facilitate this. First is its autopilot function, that allows it to travel set routes that can be programmed into it. This frees up the occupant to focus on taking photos. The autopilot is advanced enough to adapt to new circumstances, coming to a stop if obstructed, or rerouting if taken off course either by a wild Pokémon, or by the occupant taking it in a new direction. The NEO-ONE has an AR display that can be accessed at any time to quickly inform the occupant of the autopilot's intended path. Another feature is that the NEO-ONE lacks a roof, instead employing a forcefield. Photos can be taken through this forcefield without being distorted, and the forcefield can also be toggled into a "one-way" field in the event the occupant is underwater but still wants to feed to local wildlife. The NEO-ONE can be keyed to one of Professor Mirror's Research Cameras, acting as a security feature that prevents theft.

There are two further functions of the NEO-ONE, each the result of miraculous scientific advancements. The first is that the NEO-ONE is capable of teleportation. In order to teleport, the NEO-ONE needs to be able to lock onto a large energy signature, of which there are only a handful in the Lental region. Programming in a teleportation point requires a bit of time, and so cannot be done 'on the fly'. Once the location is programmed in, as long the energy remains, the NEO-ONE can teleport to that position whenever you like, at only a few moments notice. This teleportation also has a continental range limit. As a special consideration, given that these sorts of energy readings may not be easily found in other worlds, at the start of each subsequent jump you will be able to designate one location to be pre-programmed into the NEO-ONE, regardless of whether a sufficient energy reading exists. Post-chain, you will be able to change this location once every ten years.

The other amazing feature is a prototype shrinking technology. This reduces the size of both the NEO-ONE and any occupants so that the NEO-ONE is about the size of a Wurmple (1 foot tall). This can only be maintained for a period of about five minutes, so be careful not to put yourself in a bad position. If a shrunk occupant leaves the NEO-ONE leaves the vehicles and travels a short distance away, they will quickly revert to their normal size.

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

Researcher Items

[100cp, Free for Researchers] Lab Coat and Goggles

This set of lab coat and goggles have been perfectly fitted for you. They are self-cleaning, ensuring that the coat always stays that perfect shade of white that screams "I am a scientist, listen to me!".

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

[200cp, Discounted for Researchers] Lental Travelogue

This is a copy of the Lental Travelogue, first written by the explorer known as Captain Vince 100 years ago. It details his journeys as he attempted to uncover the truth regarding the mysterious Illumina Pokémon. It is presented as an adventure story, making it a fun read for children. Nonetheless the information contained within is completely accurate.

In each future world you visit you will receive a new book, which serves as an equivalent. It will have been written 100 years prior to your arrival, will detail information pertaining to local legends in your area (particularly in relation to those regarding mysterious creatures), and will just as enjoyable for kids. These new books will be one-of-a-kind, meaning you will have exclusive information that puts you a step ahead of those who might also wish to uncover the truth about these legends.

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

[400cp, Discounted for Researcher] Energy Reading Device

This is a large table-like device, which displays a holographic map of the Lental region on its surface. Sensors within the device will be able to detect any surges in the Illumina Energy within the region. This surges often occur in location bearing ancient ruins, or occasionally even where an Illumina Pokémon is located. They also serve as potential teleportation points for the NEO-ONE, so knowing when a new one has become available is definitely useful.

In future worlds, the holo map will automatically adjust to accommodate the same “regional equivalent” around your starting area, with the device running scans of that area. Changing the location the holo map is displaying is a snap, in case you have need to move the device a considerable distance. With some tweaking and experimentation, you may even be able to change what types of energy the device is scanning for.

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

[600cp, Discounted for Researcher] Laboratory Home

A near-identical copy of L.E.N.S., which is capable of serving as a research lab and also a place of residence. It has a very natural aesthetic, perfect for those who enjoy the outdoors. It is located somewhere appropriate, close to your starting location.

The laboratory has plenty of workspace for those who wish to tinker and invent. Its living quarters can easily house a small team of people. Your inactive companions will even be able to stay here, provided they remain on the premises.

The atmosphere here will invite wild animals to visit the premises, fortunately these animals will instinctively understand which areas they are welcome to stay and which to stay away from. If you’d prefer not to deal with them at all, you can elect for the laboratory to not have this effect when purchasing it.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked

in to any public utilities, though you may opt out of this if you like. Whilst it is serving as Warehouse attachment, it will not be able to attract wild animals.

Should the laboratory 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.

Pokémon Items

[100cp, Free for Pokémon] Flufffruit Supply

Flufffruit are fruit native to the Lental region. While they are visually identical to apples, they are in fact noticeably lighter and softer. This softness means that they are unlikely to cause any harm when thrown. Flufffruit are sweet and tasty, and particularly popular amongst Pokémon of the Lental region.

You have a seemingly endless supply of these flufffruit, which will always be able to produce when needed, no matter how improbable that might be. Whether you eat them, or pester others by throwing them, is up to you.

[200cp, Discounted for Pokémon] Crystabloom Seeds

Crystablooms are special flowers that are also subject to the Illumina phenomenon which pervades the Lental region, causing them to occasionally glow. They can grow just about anywhere, appearing in both arid desert and deep underwater.

You have a box containing a small supply of seeds, enough to grow a few crystablooms of each of the six varieties that can be found in Lental region. The box is well organised, making it easy for you to distinguish which seed corresponds to which variety of crystabloom.

The crystablooms grown from these seeds are special. A person or creature that has experienced long-term exposure to one of these crystablooms will gain the effects of the 'Illumina State' perk as if they had purchased it in this document. The key difference is that they will not be able to choose their preferred colour, instead it will be determined by the variety of crystabloom they were exposed to. A person or creature who already has the 'Illumina State' perk will not be affected by these crystablooms, and once a person or creature receives this effect from one crystabloom variety, they will not be able to receive the other colours from the other varieties.

At the start of each subsequent jump, your box will restock up to the original number of seeds provided to you. Post-chain, it refills once every ten years. Should the box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. The replacement will always have the same number of seeds as the box did previously.

[400cp, Discounted for Pokémon] Ancient Ruins

A large stone building, either located somewhere close to your starting location or connected to your Warehouse by a special gateway. Its age apparent, it is crumbling in various places, though this has no practical effect on the place and even seems to add to its charm.

Wild animals will instinctively know to avoid the ruins. Additionally, some kind of puzzle mechanism is at the entrance, which can keep all but the most determined of guests away if you activate it. Unfortunately, this won't stop those who can brute force their way through the solid stone.

Inside, you will find that resting and recuperation is more effective and more comfortable than normal. A perfect place to hide away from everyone else.

In future worlds, you may choose whether it appears somewhere close to your starting location, or is attached to your Warehouse. Should the ruins 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, Discounted for Pokémon] Your Own Course

Enjoying your time out in the wild? Then perhaps you would like your very own slice of nature to take with you.

This is a natural wild habitat, around the size of a nature park. Upon purchase of this item, you must determine the biome of the habitat. It might be an actual nature park, a desert, a spooky forest, or even completely underwater!

This habitat will naturally populate itself with wild Pokémon appropriate to the biome, forming a proper ecosystem. These Pokémon will never be Legendary or Mythical Pokémon. These Pokémon will not be able to leave the habitat unless they become followers or companions, however they are all eligible to be imported as companions in any future jump. Your inactive companions will even be able to stay here, provided they remain inside the habitat.

If you also purchased the Ancient Ruins item, you may elect for the ruins to be a permanent fixture of the habitat. This overrides the location choice aspects of that item.

In this jump this habitat is located somewhere appropriate in the Lental region, and if you like you may override your starting location to start in your habitat (those who took the Protagonist Replacement drawback are unable to override their location with this option). In every future world you visit, you may decide whether it is located somewhere with an equivalent biome, or to have it connected to your Warehouse via a special gateway.

General Items

[Free and Exclusive to Humans] Research Camera

This special digital camera was developed by Professor Mirror. In addition to serving as a top-of-the-line camera with enough memory to hold up to 72 photos at a time, it has been installed with various other functions. It is able to communicate with other Research Cameras, with a video call option that has the other party in the top left corner of your screen. It has a Scan function which can provide very basic information on various objects, and can also attract the attention of nearby Pokémon, making it an accidental 'say cheese' function. It is able to play a simple melody, in order to invite nearby Pokémon to behave appropriately for a good shot. Lastly, it is also able to serve as an ID for the Lental region.

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

[50cp] New Pokémon Snap Game Bundle

Want to photograph Pokémon without leaving the house? This bundle contains:

- A 2021-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of New Pokémon Snap.
- A lifetime membership to Nintendo Switch Online.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] LenTalk

LenTalk is a photo sharing social media service, popular in the Lental region. You can upload your photos, rate other people's photos by giving them Sweet! medals, and even receive requests for specific photos from others. While you will never be penalised by ignoring these requests, completing them will earn you a boost in reputation with the requester.

Purchasing this item ensures that LenTalk will continue to appear in any future worlds with commonly available internet, and it will be at least moderately popular in these places.

[50cp] Personalised Mural

This is a large painted mural, either applied to a wall in your Warehouse, or a wall on any other property you own. It will feature you, as well as any companions you imported or acquired in this jump. You will be portrayed as the forms you took in this jump, though the art style is a bit 'old school'.

Your mural will not degrade over time, and if damaged or destroyed, it will reappear either in the same place, or, if there would no longer be room for it, another appropriate location in either your Warehouse or a property you own after a period of 24 hours.

[50cp] Team Badges

You have a small supply of badges in a design of your preference. Perfect for showing off group solidarity. Maybe you could form your own research team, and outfit everyone with one of these?

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

-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.

[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. 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 New Pokémon Snap along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with along on your journey as either a companion or follower (if the Pokémon bonded with a companion and not you, it must be as a follower). You may not however, recruit any Legendary or Mythical Pokémon via this option. Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[800cp] Illumina Pokémon Xerneas

Cannot be purchased if you took the Tellur Terror drawback.

The guardian of the Lental region, the Legendary Xerneas, has taken an interest in you and is prepared to join you on your journey as your choice of either a companion or a follower.

At the peak of its power, with some assistance, this Xerneas was able to generate a barrier around the entirety of the Lental region, which protected it from a large meteorite. Right now, Xerneas is only starting to stir after thousands of years of rest, though you can be assured it will be fully awake and at its full power by the end of the jump.

-Drawbacks-

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

[0cp] Reminds me of the good old days!

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

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

The name, gender, and general appearance of the Protagonist of New Pokemon Snap are not quite set in stone. Using this toggle, you may freely decide these for yourself, though it will not have an impact on the Protagonist's personality and general behaviour.

[0cp] Protagonist Replacement

Requires Human species, as well as the Worthy perk. Cannot be taken with Protagonist Selection.

Or perhaps you'd like to take the role of the protagonist for yourself. By taking this toggle, your starting location is fixed to *Florio Island - Laboratory of Ecology and Natural Sciences (L.E.N.S.)*, your age choice is fixed to somewhere around ten years old, and you will be replacing the Protagonist of New Pokémon Snap in this world.

[+100cp] Paparazzi Problems

Whether you are a human or a Pokémon, these damn photographers won't leave you alone! Expect to be hounded for photos regularly, especially in times where you are behaving unusually. If you don't want photos of you floating all over the internet you will have to keep your guard up.

[+100cp] That Must Be From A Study I Haven't Read Yet

Like Professor Mirror, you have a hard time understanding vague 'feelings', such as love or friendship. This does not make you cold or callous by itself, rather more than a bit clueless at times.

[+200cp] A Small Problem

Oh no! It appears you've encountered some kind of accident involving prototype shrinking technology, and have been permanently shrunken down. As an adult male human of average height, you would be rendered a foot tall, with other species, ages and genders scaling based off of that height. Try not to get stepped on!

[+200cp] My Rival!

You have attracted the attention of someone who has inexplicably taken offense to you, and will attempt to challenge you on a regular basis.

As a human, this rival is a similarly positioned human that will attempt to one-up you in your chosen hobbies and professions. As a Pokémon, this rival is another Pokémon of roughly the same level of power as you have purchased for yourself here, who will challenge you directly with brute force, attempting to drive you out of any territory you settle in. Attempts to talk your rival out of this will always backfire, only angering them further.

At the end of the jump your rival will finally calm down, and if you aren't completely sick of them by this point you may take them on your journey as either a companion or a follower.

[+300cp] Pocket MONSTERS

Generally speaking, the Pokémon of the Lental region are pretty peaceful, however it seems your arrival in this world has set something off in them. All Pokémon, with the exception of those you bring into this jump with you, are permanently and severely hostile towards you. All will attack if you get close to them, with some going out of their way to get to you if they spot you.

If you are a Pokémon then this will be taken one step further, ensuring that you regularly encounter Pokémon at or above the level of power you purchased for yourself in this jump.

[+300cp] Tellur Terror

About 2000 years ago, a gigantic meteorite known as the Tellur Meteorite descended upon Earth, threatening the entire Lental region. Fortunately, Xerneas, with the assistance of the other Illumina Pokémon, was able to protect the region from destruction.

Now a new meteorite is headed towards Earth, identical in nature to the Tellur Meteorite. It will impact in a year's time, completely destroying the Lental region unless something is done about it. Unfortunately, Xerneas and the other Illumina Pokémon have vanished, leaving it to you to solve this problem. Better get to it!

-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:

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

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

Return to Camp: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Setting Backstory and Current Events:

2000 years prior to the events of New Pokémon Snap, a meteorite known as the Tellur Meteorite threatened the entire Lental region. Xerneas, with the help of the other Illumina Pokémon, was able to protect the region.

100 years prior to the events of New Pokémon Snap, an explorer known as Captain Vince investigate the legend of the Illumina Pokémon. Unfortunately, he was unable to obtain definitive proof, in part due to the lack of appropriate technology preventing him from diving deep into the ocean. He did manage to snap a photo of an Illumina Pokémon, but the poor quality of the photo made it unconvincing.

The protagonist of the original Pokémon Snap, Todd Snap, appears as an adult in New Pokémon Snap. As he was only ten in the original game, the events of that time happened at least ten years ago (and not in the Lental region).

During the course of New Pokémon Snap, the Protagonist (with the assistance of a research team including Professor Mirror and Todd Snap) finds and photographs each of the Illumina Pokémon in the Lental region, culminating with the Illumina Pokémon Xerneas. There are no serious stakes for these events, should the Protagonist not find those Pokémon the biggest consequence would be that those Pokémon would continue to be considered only a legend for the time being.

On Civilisation in the Lental Region:

Whilst it is not directly shown in New Pokémon Snap, and not easy to place via the map of the region, civilisation is strongly implied to exist. The Research Camera also serving as an ID, and Rita attending an unseen school are both examples of this. As you as you aren't trying to game the system, feel free to fanwank the specifics of human settlements in the Lental region.

On Xerneas' Power:

As mentioned, 2000 years ago the Xerneas of the Lental region was able to sustain a barrier over the entire Lental region that otherwise would have destroyed it. This feat was accomplished with the assistance of the other Illumina Pokémon, which shared their energy with it. Unfortunately, it is not possible to determine how much this energy sharing helped. What can be stated is that it was clearly enough to make a difference, and that Xerneas should still be significantly above any other individual Illumina Pokémon.

It is also important to note that this feat completely drained it of energy, forcing it to rest in the form of a tree for around 2000 years.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon, and are similarly disqualified in places Legendary Pokémon would be. For the record, there has yet to be a sighting of an Ultra Beast or Paradox Pokémon in the Lental region.

-Changelog-

0.1

Created the jump.

1.0

(i) Adjusted the **Birds of a Feather** perk, special consideration has been additionally extended to Volbeat and Illumise, as well as Manaphy and Phione. (ii) Added a new note: **On Ultra Beasts**. (iii) Minor typo fixes.

1.1

(i) Minor typo fixes.

1.2

(i) A television has been added to the **New Pokémon Snap Game Bundle**.

1.3

(i) Added information on Paradox Pokémon to the note on Ultra Beasts, and renamed it to **On Ultra Beasts & Paradox Pokémon**. (ii) Minor formatting changes.

1.4

(i) Added Shiny option to **Pokémon species** choice.