A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the world of Yu-Gi-Oh!, Jumper. While you are definitely here for card games, they might not be the sort you were expecting. This is the world of Destiny Board Traveler, a life-size board game created by Yugi's grandpa, and played with monster cards from the Duel Monsters card game. There are no grand stakes here – no worlds in peril, or souls on the line. You're here to have fun!

You arrive in this world shortly before Yugi and friends play a game of Destiny Board Traveler. You will be staying here for the next few weeks.

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

[Free] Human

An ordinary human. You probably know what this is.

[300cp] Duel Spirit

Like Dark Magician Girl, you are a Duel Spirit who has manifested in order to play Destiny Board Traveler.

As a manifested Duel Spirit, you can physically interact with the world around you. You can draw upon your power as a monster, though by default this power is quite weak.

Additionally, you can enter and exit a state of lesser manifestation at will. While in this state, you are unable to physically interact with the world around you. On the other hand, you cannot be harmed in conventional ways, usually requiring magic or esoteric energies that can interact with your form, you can float around as you please, and you can choose who can see and hear you (though those individuals with the specific ability to observe spirits will see and hear you regardless).

Your form is decided by you on purchase of this species. It can be a monster already present within Duel Monsters (even one that does not yet exist in this time period), or something completely original. The only conditions are that your form must remain within the scope of established monsters in terms of size (though you may want to stick close to human if you wish to play here), and that you fall into a type and attribute present in the Yu-Gi-Oh!/Duel Monsters card game (besides Divine-Beast/DIVINE) even if that type may not be immediately apparent to others.

If you have already gone to a Yu-Gi-Oh! or Duel Monsters jump, and acquired a monster form there, you may choose to import it here for no additional charge. In this case, your choice of appearance is overridden to that of your previous monster form, and when manifesting completely you possess identical powers to that monster form.

-Background-

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

-Location-

Roll 1d8 or pay 50cp to choose.

[1] Domino Park

A park in Domino City. The Special Zones on maps set here recover a player 1000 LP.

[2] Domino Pier

A pier, which you might recognise as the place Yugi duelled a mind-controlled Joey. When the Special Zone is landed on, a random opponent will be struck by Doom Meteor and take some LP damage.

[3] Desert

A casino set at a desert resort. When the Special Zone is landed on, there is a chance monsters summoned in the desert part of the map will dry up.

[4] Kaiba Land

The circuit here is located in Doom-T. The Special Zone has a variety of results, which are decided via dice roll.

[5] Graveyard

A creepy-looking graveyard. While there aren't zombies here, when players land on Special Zones, players who have already been defeated will come back to life, so to speak. Spooky!

[6] Kaiba Corporation

The Kaibaman show is being performed here; those players who land on a Special Zone will be forced to sit out a turn to watch it. Say, doesn't that young boy in the crowd seem familiar?

[7] Chicago

Filmed in front of a live studio audience. When a player lands on a Special Zone, all monsters are flipped face down and shuffled around the map – that'll really shake things up!

[8] Free Choice

Lucky you! In addition to the above options, you may choose to start at the following maps: Outer Space, Inside the Puzzle, Above Tibet, or Mayan Ruins.

-Perks-

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

[Free] Destiny Board Traveler Basics

You understand the rules of Destiny Board Traveler, though this does not provide you with knowledge of any individual cards or any unique Super Powers - you'll have to learn as you go! You also know how to roll dice properly if you somehow didn't already know how to do that.

[100cp] Destiny Board Beauty

There's already a couple of lookers playing Destiny Board Traveler. Why not join them?

On purchase, choose whether this grants a great enhancement of beauty, allowing you to rival Mai or Dark Magician Girl in terms of looks, or an equivalent enhancement in handsomeness.

[100cp] Traveler's Trim

This is a world known for its wacky hairstyles. Thanks to this perk, you can count yours among them!

Upon purchase of this perk, designate a preferred hair style. It can be over-the-top like Yugi's, or something simpler if you prefer. Your hair will naturally grow into this style, will be easy to maintain, and will never impede your movements. This can also be used to change your natural hair colour, even allowing for multiple colours if that's what you are after.

You can toggle the effects of this perk off at any time, allowing you to try something different if your hair gets a bit much for you.

[100cp] Star Face

Before you roll a dice, you can mentally declare one face of the dice. Should you then attempt to roll the dice while aiming for the given face, you are slightly likelier to land on it.

While this probably won't help you immediately, over a long game of dice rolls this will shift the odds in your favour.

[100cp] Super Power: Shadow Power

Requires Star Face.

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Yami Yugi's Super Power. When used, this significantly boosts the likelihood of rolling the result you have chosen via the *Star Face* perk. This will almost guarantee your roll in critical situations.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[100cp] Super Power: Dice Re-Roll

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Joey's Super Power. When used, you may re-roll your next Summon Dice roll one time if you are unhappy with it. You do not get to change which monsters are assigned to it. If you are worried about rolling a particular result, this will help you avoid it.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[100cp] Super Power: Rule Change

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not

while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Grandpa's Super Power. When used, the number of Victory Stars you require to win reduces by one, while the number your opponents require to win increases by one. While this can help in close games, often victory is achieved with such a buffer as to render the effect meaningless.

Due to the nature of this Super Power, it cannot be used in games other than Destiny Board Traveler.

[200cp] Destiny Board Designer

Like Grandpa, you are quite talented at designing games, particularly board games. You'll even find it surprisingly easy to create games that make use of existing game pieces, such as creating a board game that makes use of a popular trading card game.

While this perk does nothing to ensure such a game takes off, your underlying understanding of board game design may allow you to play them better. Likewise, creating games that utilise existing game pieces may lead to you better understanding how those game pieces function in their native game, such as by helping you discover hidden interactions or synergies that aren't readily apparent.

[200cp] Super Power: Aromatactics

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Mai's Super Power. When used, all hidden monsters are revealed to you until the end of the turn. This will help you decide where to try to move to, as well as what battle position your monster needs to be in.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[200cp] Super Power: Card Steal

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Mokuba's Super Power. When used, a random card is taken from each opponent and added to your hand, simultaneously improving your options and reducing theirs.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[200cp] Super Power: Soul Absorption

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Yami Bakura's Super Power. When used each opponent loses one-eight of their current LP (rounded down to the nearest whole number). You then gain the total amount of LP lost in this way for yourself. If you find yourself low on LP, this can save you from oncoming defeat.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[200cp] Super Power: Warp

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Rebecca's Super Power. When used, all players will be warped to random places on the board. This can be used to disrupt your opponents, or move yourself away from a dangerous position.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

This can apply to life-size board games along the lines of Destiny Board Traveler, but attempts to force convenient results for out of game transportation benefits will invariably fail.

[400cp] King of Board Games

You are both very talented, and very lucky, when it comes to board games.

You are quick to learn new board games, and can effectively apply strategic lenses to them even when random chance plays a dominant role in how they work. Such random chance benefits you far more than it should, and you'll almost never be completely screwed out of a game.

You can toggle the luck aspect of this perk on and off as you like, should you want to play a fairer game.

[400cp] Super Power: Crush Card Virus

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Kaiba's Super Power. When used, all of your opponents must discard any monster in their hand with 1500 or more ATK. This can potentially cripple your opponents; with incomplete Summon Dice, they may struggle to move at all, let alone defeat your more powerful monsters.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[400cp] Super Power: Damage Reversal

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Pegasus's Super Power. When used, until your next turn, any LP damage you would take is instead redirected toward your opponent. This effectively does nothing to creeps but does protect your LP. Your monsters will still be destroyed as they usually would. This may keep you in the game when you would otherwise lose, and can be used strategically to knock others out.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[400cp] Super Power: Master's Help

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Dark Magician Girl's Super Power. When used, for the first battle you participate in this turn, one of the following monsters fills in: Dark Magician, Dark Magician Knight, Dark Flare Knight, Dark Paladin, or Magician of Black Chaos. This monster only exists for this one battle; if you are summoning a monster, that monster still requires tributes, and that monster will still be summoned normally on victory instead of your temporary ally.

Alternatively, you can choose to have another card or series of related cards act as your ally, decided on purchase of this perk. In order to be valid, your chosen card(s) must either be present in Destiny Board Traveler, or be cards you already own. In either case, your card(s) must fall within the general power scale present in the Dark Magician series listed above.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same. In Duel Monsters/Duel Monster-adjacent games, your allies match their in-game equivalents wherever possible. Where it is not, or in non-Duel Monsters games, they retain a comparable power to here (strong, but not the outright strongest in the game).

[600cp] Super Power: Change of Heart

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Yugi's Super Power. When used, one of your opponent's monsters is randomly chosen for you to gain ownership of (in a game sense, not a property sense). This includes creeps. However, there is a chance this Super Power can fail. Even with this risk, it should be obvious how powerful this can be.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. Game pieces that have the ability to resist such game effects can resist this Super Power. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[600cp] Super Power: Miss a Turn

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

This is Kaibaman's Super Power. When used, each of your opponents skip their next turn. Simple, but extraordinarily powerful.

You'll be able to make use of this Super Power in other card games and board games, where it (or a reasonable equivalent thereof) is appropriate. For games that typically run longer than Destiny Board Traveler, the odds of accessing it are reduced so as to keep your total uses per game about the same.

[600cp] Super Power: Custom

Everybody here seems to have a Super Power all their own, so why shouldn't you too?

Randomly during games of Destiny Board Traveler, you will gain access to your Super Power. You can use it before you roll your Summon Dice on your turn. You can hold it until you need to use it, but not across games. You can even gain access to your Super Power multiple times in one game, though not while you are still holding on to a Super Power already. Generally, you will get at least one use of your Super Power per game.

If you have purchased multiple Super Powers, each time you would gain use of your Super Power you must choose which of your Super Powers you gain access to.

You are free to determine the specifics of your custom Super Power, so long as it falls within the general scope of Super Powers already present in Yu-Gi-Oh! Destiny Board Traveler. Depending on how you design it, you'll be able to make use of it in other card games and/or board games as well; however, you'll find that this Super Power will be available no more frequently than it is in Destiny Board Traveler, and does not provide notably more value in other games compared to Destiny Board Traveler.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

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

[Free] Starter Deck

A deck of cards compatible with Solid Vision technology, and thus usable in Destiny Board Traveler. All are monsters, as that is the way Destiny Board Traveler is played. Overall, it is quite underpowered, and no special or rare cards are present. Still, it will let you play the game.

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

You cannot import into this item. See Import Deck if that interests you.

[Free] Destiny Board Dice

A pair of dice, required to play Destiny Board Traveler.

The first is the Summon Dice. This is essentially a blank dice, with can change its faces to match nearby images. You use this function to assign monsters to the dice before rolling it.

The second is the Duel Dice. Four faces of the dice are labelled 'MISS', and do nothing. One face indicates that the opponent's monster loses ATK & DEF points. The last face indicates that the opponent's monster switches battle position.

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

[50cp] Yu-Gi-Oh! Destiny Board Traveler Game Bundle

Are you a big fan of this game? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Game Link Cable.
- A copy of Yu-Gi-Oh! Destiny Board Traveler.
- A set of three promotional Yu-Gi-Oh! TCG cards: Emes the Infinity, D.D. Assailant, and Twinheaded Beast. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

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

[50cp] Yu-Gi-Oh! Early Days Collection Switch Game Bundle

Do you prefer a more modern port? This bundle contains:

- A 2025-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 Yu-Gi-Oh! Early Days Collection.
- A lifetime membership to Nintendo Switch Online + Expansion Pack.
- A copy of both "Harpie's Feather Duster" promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

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] Yu-Gi-Oh! Early Days Collection PC Game Bundle

More of a PC gamer, Jumper? This bundle contains:

- A high-end gaming PC, by the standards of 2025, with Yu-Gi-Oh! Early Days Collection pre-installed.
- A copy of both "Harpie's Feather Duster" promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for Yu-Gi-Oh! Early Days Collection will be backed up on Jump-chan's special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet connection, even ones where it wouldn't normally make sense. Who exactly are you playing with, anyway?

[50cp] Trading Card Collection

A set of Yu-Gi-Oh! TCG cards. Every single monster that appears in the Yu-Gi-Oh! Destiny Board Traveler game is represented in the set. While the Egyptian Gods are present, these are completely unplayable versions.

All of these are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology, so you won't be able to use them for Destiny Board Traveler.

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

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

Should any card you receive via options in this jump be lost or destroyed, you can choose to have replacements appear in this card album after 24 hours (or as soon as the album becomes available if it is not at that time), overriding its usual replacement rules.

[100cp] Duel Monster Cosplay

Want to dress up like Dark Magician Girl? Perhaps Kaibaman?

On purchase, choose one monster or character present in Yu-Gi-Oh! Destiny Board Traveler, or a monster you already have a Yu-Gi-Oh!/Duel Monsters card for. This item provides you an outfit that allows you to dress up as them. It is self-cleaning and self-repairing, but possesses no other special qualities or protection.

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

[100cp] Teddy

A cuddly tear bear.

Just holding on to it seems to fill you with confidence, as if it was reassuring you. Strangely, should you hold its hand and walk, it will be able to walk alongside you. Is it alive?

Should something unfortunate happen to your teddy bear, you'll find it the next day, good as new!

[200cp] Custom Map

Many of the players here have a map strongly associated with them. Now, so do you.

Attached to your Warehouse or another property your own, or located close to your starting location, is this area, which has been set up to function as a map to play Destiny Board Traveler on.

You are free to choose the specifics of your map, both in terms of aesthetics and how the Special Zones work. The Special Zones must fall within the general scope of Special Zone gimmicks present in Yu-Gi-Oh! Destiny Board Traveler. The aesthetics have no particular limit, but remain just that – aesthetics, offering no real utility beyond its use as a map. For example, you could have an Outer Space situation, but the location doesn't actually become a functioning space station; it merely appears to be one. It may include characters, but these individuals will never do anything beyond their function as part of the map, and will never leave the area.

You'll find that during your time here, the other players are perfectly content playing on your custom map, and including it in larger Linkage Map set ups.

In future worlds, you may choose for the Custom Map to be attached to your Warehouse, or to be placed on a property you own. If destroyed, it will reappear in the same location after 24 hours; if that location is no longer viable it will be moved to your Warehouse.

[200cp] Custom Deck

Aren't happy with your Starter Deck? I don't blame you.

With this option, you can have 40 cards present in Destiny Board Traveler, with which to make a superior deck. These cards are all Solid Vision compatible. You can choose multiple copies of the same card if you like, though choosing too many of one card will mean that your deck will require

adjustments before it sees actual play. You cannot however, select the Egyptian God Cards via this option.

You cannot import into this item. See Import Deck if that interests you.

[200cp/400cp] Import Deck

A discount used on this item only applies to the first level of this item.

Do you already have some monster cards you'd like to play with? This option will help you do so.

The base level of this item allows you to choose up to 40 cards to import. In order to be a valid choice for import, the original card must either be a useable Duel Monsters card that you acquired from a Yu-Gi-Oh! or Duel Monsters setting, or an official and legal Yu-Gi-Oh! trading card (legal in this case does not refer to a banlist, but rather whether or not the card is useable at all). Each card must be a monster card, and must have a Level (Negative Levels do not count), but can originate from either the Main Deck or Extra Deck.

Each imported card becomes compatible with Solid Vision technology. If not already the case, the card gains a new form following the standard Yu-Gi-Oh! Trading Card Game formatting. Of course, while Type, Attribute, and effects are all displayed, the only stats that matter for this game are ATK, DEF, and Level. Level 1-4 monsters do not need Tributes in order to summon them. Level 5-6 monsters will need one. Most Level 7+ monsters require two, however some special cards may require three – fortunately, you'll always be able to determine when this would be the case.

Imported cards can be freely changed between their pre-import and post-import appearances (assuming they gained a new one), meaning you can still use them as you did before. While importing powerful cards can give you an extreme edge here, the lack of stakes in this particular world may render such an act relatively pointless.

For an additional 200cp (undiscounted), you can import as many cards as you like, and can even continue to alter cards in this way during and after the jump. In order to adjust cards during and after the jump, they must either be your property or you must physically contact them (contacting a card sleeve, binder, or deck box they are located in is sufficient). Additional cards must still meet the criteria explained above to be valid targets.

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

[400cp] Custom Game

A special gateway has been added to your Warehouse, or attached to an existing property you own.

Inside, up to four participants can play Destiny Board Traveler. All maps present in Destiny Board Traveler can be selected, as can any LM type. Should *Custom Map* be purchased, by you or another, those maps are also available. Any Wonder Star goal from 1 to 250 can be chosen. Those participants without them can be provided Summon Dice, Duel Dice, and deck generally appropriate to them, but cannot take these things out of this area. A comfortable observation point exists for those who wish to spectate the games.

Empty slots can be filled with the playable characters present in Yu-Gi-Oh! Destiny Board Traveler. You can select these manually, or have random ones fill in the remaining slots. These characters are not the real thing, and you won't get much from them beyond the battles they are assigned to.

Nothing can be taken out of these games that you didn't bring in with you; for example, attempts to permanently steal the cards of added opponents will not succeed. At the same time, this is a great way to ensure you and your friends have access to this particular variation of Duel Monsters wherever you go.

In future worlds, you may choose for the gateway to be attached to your Warehouse, or to be placed on a property you own. If destroyed, it will reappear in the same location after 24 hours; if that location is no longer viable it will be moved to your Warehouse.

[400cp] God Card

The Egyptian God cards are powerful cards sought by many. Each purchase of this item grants either a copy of one of the three Egyptian God cards, or an original God card of your own design, which must remain within the scope of power of the God cards present here.

While it is not entirely clear how powerful the God cards of this particular interpretation of the Yu-Gi-Oh! setting are, it is likely they sit around the level present in The Sacred Cards/Reshef of Destruction; that is, they don't possess the many, many effects of their anime counterparts, but the effects they do have are still extremely powerful.

The power of God card is unfortunately limited to the rules of Destiny Board Traveler, which ignore the effects of monsters, those Gods that derive their stats from their effects are able to break this rule to some extent, instead being treated as having an original ATK/DEF of 4000 for the purposes of this game. As usual, summoning them can be tricky (they still require three Tributes), but their high-level works in your favour here, rushing you along the way to your Victory Star goal, and helping you zip around the board. Should you happen to play more traditional Duel Monsters format, the effects of your God card are game-changing, if not game-winning.

A powerful Duel Spirit is attached to your God card, which can even affect the world around it in various ways. Most notably, when someone considered unworthy attempts to use the card, it can call down lightning to strike them unconscious. Fortunately, you'll always be considered worthy of any God card you purchase via this option.

Should your God card be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

You cannot import into this item. See Import Deck if that interests you.

[600cp] LM Crystals

These floating crystals are what enables the Linkage Map (LM) System, which is what connects various circuits in larger games of Destiny Board Traveler.

These crystals are paired; touching one will transport you to the location of the other. This can enable instant travel between countries, from Earth to an orbiting space station, and even in and out of the Millenium Puzzle (provided you can get a crystal in there in the first place).

This item provides two pairs of these crystals, as well as detailed instructions on how to make more. Should any of this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Millennium Item

You have acquired a copy of a Millennium Item, a powerful magical artifact originating from ancient Egypt.

There are seven Millennium Items in total, each providing unique abilities. If you prefer, you may have a custom Millennium Item with its own powers, as long as it remains within the same scope as the original Millennium Items. In addition to its unique ability, your Millennium Item is also a source of great magical power. See the Notes section for more information.

Optionally, your Millenium Item may be inhabited by a spirit of your design. This spirit can possess the wearer of the item, though this can be overcome with sufficient willpower, and is quite skilled as a gamer. You may import an existing being who already lives inside you into this role, granting it the advantages this option provides. The spirit counts as a follower by default, though if you are importing an existing being, then it remains whatever that being counted as prior.

Should you also purchase *Custom Map*, you can choose to combine these two items, overriding the placement and replacement rules of your custom map. This causes your custom map to be located inside the Millenium Item itself; at any time, you can transport yourself and/or others safely in and out of the Millenium Item to reach this area. An unusual place to play Destiny Board Traveler, to be sure.

Should your Millennium Item 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. Each is provided 600cp, to spend on perks, items, and their species, and they are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

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

-Drawbacks-

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

[0cp] Jumper History

Have you visited the world of Yu-Gi-Oh! before? Well with this toggle, you can import the events of any previous Yu-Gi-Oh! or Duel Monsters 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] Extended Stay

With this toggle, you can extend your time in this world up to a total of ten years. Destiny Board Traveler will remain a popular game in this world.

[+100cp] No Tutorial

You have lost all knowledge of how to play Destiny Board Traveler, and find it impossible to learn the rules outside of playing it.

While you haven't lost any knowledge of Duel Monsters proper, this can hurt as much as it might help, as you might not be aware that effects written on monster cards are completely irrelevant here.

[+100cp] Going Last

During games of Destiny Board Traveler, you will always go last. As Destiny Board Traveler is very much a race, this is a notable disadvantage, particularly in shorter games.

[+100cp] Locked Characters

It seems that many players simply won't show up to your games. While this might make it easier to prepare for your games, the lesser variety might hurt your enjoyment of them.

[+200cp] Fixed Deck

Strangely, Yu-Gi-Oh! Destiny Board Traveler lacks any kind of Deck Edit function. Now, so do you!

During games of Destiny Board Traveller, you are limited to using your *Starter Deck*, exactly in the manner in which it is provided to you.

[+200cp] Dice Disasters

When you comes to rolling dice, you are very unlucky, and rarely get results you are happy with. This will make the games you play here incredibly frustrating, if not outright unwinnable.

[+200cp/+300cp] No Super Powers

Must purchase at least one 'Super Power' perk to take the 200cp tier. 300cp tier can be taken regardless.

It seems that the players of this game like to make use of cheat-like abilities, in order to get the upper hand. Well, you won't be doing that.

For 200cp, during games of Destiny Board Traveller, you will be unable to make use of your Super Powers, as well as other "cheat-like" abilities other players don't have access to.

For 300cp, you can take this one step further. For the duration of the jump, you and your companions will also lose access to all out of jump perks and powers, outside of your Body Mod.

[+300cp] Must Breathe Air

When playing in Outer Space, each player must receive air every so often, or take LP damage. Normally, this would simply be a game rule. However, by taking this drawback, this is very much a real threat to you.

All Destiny Board Traveler games you play during your time here will have Outer Space attached to them if they weren't already using that location. While in Outer Space, you'll need to land on a corner square every five turns, in order to receive air or move to another location. Should you fail to do so, you will suffocate and die, regardless of your usual need for oxygen. Leaving your space to get to air outside of the game will not help you – you must legitimately roll to save yourself!

This drawback doesn't apply to anyone but you, nor does it apply outside of games of Destiny Board Traveler.

[+300cp] Millenium Victim

Maximillion Pegasus. Yami Bakura. Normally, these two villains would be content to sit back and enjoy the games. Not anymore.

Now, both of these villains consider you their enemy, and will stop at nothing to ruin you. They won't hold back either; expect both to wield the power of their Millenium Items against you. If you are a Duel Spirit, you will always remain visible to them, and they can definitely harm you with their

Millenium Items. The only silver lining is that each of these foes each have their own agenda, and aren't likely to team up against you unless you push them together.

Good luck.

-Ending-

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

Choose one of the following three options:

Keep Playing: You choose to remain in this world. Destiny Board Traveler will continue to remain a popular game. Your chain ends here.

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

What are the rules of Destiny Board Traveler?

Four players play, taking turns. Each player uses a deck consisting solely of monster cards, starting with six cards in their hand. Monsters do not use effects, but Fusion monsters may be included in the deck. Each player starts with 4000 LP, and if they run out of LP, forfeit the game.

Games take place on a life-size "board"; this board can be a single 5x5 grid circuit, or have many circuits of this nature attached together. There are two ways for a player to win: be the first to reach a set amount of Victory Stars, or have all opponents forfeit by running out of LP.

At the start of each turn, a player draws a card. Then, they assign cards from their hand to their Summon Dice, with each face on the dice representing a card assigned to it. They roll this dice. If they did not assign a card to the resulting roll, their turn immediately ends. If they roll a monster, they move spaces equal to the monster's level. If they land on a corner space, known as a Special Zone, then depending on the board a special effect is applied, or they move between circuits. If they land on a regular space, they can attempt to summon the rolled monster onto that space. For levels 1-4, this is free. For levels 5-6, they must Tribute a monster they already have on the board. For levels 7+, they must tribute 2. For certain monsters, like the Egyptian God Cards, they must tribute three. Monsters assigned but not rolled are returned to the hand.

If there is no monster on the regular space, the summon automatically succeeds. The player gains Victory Stars equal to that summoned monster's level so long as they retain control of it.

If there is a monster on the regular space, battle ensues. Wild monsters referred to as "creeps" fill up regular spaces at the start of the game, so this is by far the most common result. Battle operates by similar rules to the card game. Each player (AI/DM in the case of a creep) determines whether their monster battles in Attack or Defense position. The attempted summon monster is considered the attacking monster, so it cannot win in Defense position, but players take damage to their LP based on the result of the battle, so choosing to play a weak monster in Defense may preserve your LP in a situation you cannot win anyway. A twist to the usual battle rules is that each side rolls a Duel Dice after choosing their position. Four faces of this dice do nothing. One face reduces the opponent's ATK & DEF by 500 for this battle only. The last face forces the opponent to change battle position. If a monster is destroyed, it gets sent to the Graveyard. An attacking monster that is not destroyed and destroys the other monster is summoned successfully. An attacking monster that is not destroyed but does not destroy the existing monster either is returned to their player's hand.

Each character has a unique Super Power. Randomly during a game they will gain access to their Super Power, which they can use before rolling their Summon Dice on their turn. They can hold on to their Super Power until they want to use it.

When does this take place?

Yu-Gi-Oh! Destiny Board Traveler doesn't appear in any obvious place in the timeline. Possibly, it is connected to The Sacred Cards and Reshef of Destruction, given the cameo appearance of the

protagonist character from those games at Kaiba Corporation. It is probably best to consider this a non-canon “for fun” setting rather than trying to place it in a coherent timeline.

On Card Validity:

If a card is already Solid Vision compatible and presented in the typical TCG format, you don’t need to use Import Deck in order to use it in Destiny Board Traveller; the option is for those cards that aren’t like that.

On Duel Spirits:

While not shown in-game, you are free to determine whether Duel Spirits are capable of appearing in place of holograms and similar phenomenon representing them during games, as Duel Spirits have been shown to do in other Yu-Gi-Oh! media.

On God Cards:

This jump assumes that the Egyptian God cards are equivalent to The Sacred Cards/Reshef of Destruction mainly on the basis that Winged Dragon of Ra (Phoenix Mode) appears to share its Reshef of Destruction effects. This also makes sense if you consider this setting connected to those games. You are free to determine otherwise, just be reasonable about it.

On Millennium Items:

Here are the unique abilities of each Millennium Item:

- Millennium Puzzle: Capable of summoning and controlling Duel Monsters.
- Millennium Eye: Can read the minds of others, can seal the souls of others into cards.
- Millennium Ring: Acts as a compass that points towards hearts’ desire. Can seal souls into objects.
- Millennium Scale: Judges how much darkness lies within a person’s heart. Can fuse Ka.
- Millennium Key: Enter a person’s mind, allows you to facilitate communication between a person and another identity inside them.
- Millennium Rod: Can mind control others, effect can be broken by a strong will and does not work on those connected to the Millennium items.
- Millennium Necklace: Can see into the future or past. Future visions are not absolute.

If you purchased the Millenium Eye, or a custom Millenium Item that replaces a body part, it can come pre-installed on the purchaser’s body.

So, what exactly happens here, anyway?

There is no “story” here; the game consists of random games of Destiny Board Traveler, a game supposedly created by Yugi’s grandpa, and utilises Duel Monsters cards.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor formatting changes.