



A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to "Capsule Monster Coliseum"! You're just in time for the big tournament!

~Capsule Monster Battle Tournament~

Yugi Muto and his alter ego, who had been trapped in the Millennium Puzzle, will use their wits and monster capabilities to defeat all their opponents as they fight for the title bestowed on only the best "Capsule Monster Coliseum" fighter... "King of Capsule Monsters!"

You arrive in this world an hour before Yugi Muto arrives in the Entrance Hall. There's still plenty of time for you to sign up for the tournament. You will be staying here until the end of the tournament. If you somehow stall the tournament, or prevent it from occurring, your stay will end after 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 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. Nothing more needs to be said.

[200cp] Duel Spirit

You are a strange being originating from the spirit world and now inhabiting the mortal world.

Barring exceptional circumstances, you are unable to fully manifest this form. This means that 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).

Should circumstances arise in which you do fully manifest, you will become able to physically interact with the world around you, but may be harmed as normal and lose the ability to float and hide your presence. You can also draw upon your power as a monster, though by default this power is quite weak.

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, 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.

When Your Capsule Monster (the item offered in this jump), or another game piece specifically made to reference you (including a trading card) is played, you may choose to appear in that location, replacing any likeness of you that would ordinarily appear (such as a hologram). This allows you to experience the game in a manner most cannot, though you are unable to take any actions that break the rules of the game in this state (you can't dodge attacks you are not supposed to, for example). Being destroyed or otherwise removed from the field during these games does not constitute death for the purposes of chain failure, merely shunting you back to your prior location outside the game. You may also freely choose to leave a game at any time, with a hologram or similar likeness that you replaced reappearing in your place. You can only be present in a single game at a time.

-Background-

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

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may start at the Entrance Hall for free.

Typically, one defeats five different opponents in an area before they may proceed to the next. However, should you start in a later area, you will be considered to have qualified all of the way up to that area. If you are a Duel Spirit, this qualification can instead apply to a human duelist you have allied with.

[1] Forgotten Capital

Located in Area 1, this is the favoured battle stage of Joey Wheeler. Of note is the large lion's head fountain, which will flood the stage as battles progress. Quite unfortunate for Joey, as he utilises Fire monsters.

[2] Condemned Warehouse

Located in Area 1, this warehouse looks like it's taken right out of a horror franchise. Exposed wiring presents an electrical hazard, and bizarre plants spew out poison gas. This is the favoured battle stage of Tristan Taylor, who utilises Wood monsters.

[3] Voltage Cage

Are you on top of a satellite?!

Despite appearances, you'll be able to move between this Area 1 stage and others without issue, and won't experience breathing difficulties either. This is the favoured battle of Duke Devlin and his Dark team.

[4] Sacred Street

Merry Christmas! This city street, located in Area 1, is certainly decorated for the occasion. It is the favoured battle space of Tea Gardner, who utilises a Water deck.

[5] Ancient Forest of Origin

You've made your way to Area 2. In this forest stage, you are likely to encounter Weevil Underwood, and his Wood deck. Remember, retreating is always an option if you'd like to prepare against some weaker opponents first.

[6] Moonlit Cherry Blossoms

Welcome to Area 3! In this tranquil environment, you may run into Bakura. This early on, he isn't likely to be controlled by his Millenium Ring, but you may wish to exercise caution regardless.

[7] Limitless Sanctuary

You've arrived in Area 4. A large Yin-Yang emblem dominates this sanctuary amongst the clouds. Here you may find Shadi, who uses a Light symbol.

[8] Free Choice

Lucky you! You can choose to start at any of the stages present in Yu-Gi-Oh! Capsule Monster Coliseum, across all Areas (except 5, which has yet to reveal itself).

-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] How to Play

This perk ensures you have an understanding of Capsule Monsters as it is played here. It does not provide any information on specific monsters; you'll have to discover that on your own.

[100cp] Welcome Wagon

In this world and others, events like this are often invitation only. This perk will be appreciated if are you seeking one.

From now on, whenever an invite only tournament for games of any kind is held that you would like to attend (even if you aren't yet aware of the tournament), one way or another an invitation will make its way to you. This perk will even allow you to enter tournaments that would require you to hold a certain rank if you don't possess said rank, but it will not allow you to bypass preliminaries or other elimination rounds.

[100cp] Attribute Advantage Analyst

The attribute system of Capsule Monsters can be overwhelming at first. For those that struggle with such things, this perk is sure to be a boon.

Thanks to this perk, not only can you quickly learn how any given element, attribute, or type advantage system operates (i.e. which attribute beats what). You'll also find it easy to keep different systems distinct in your head, allowing you to play effectively even if you've been exposed to a wide variety of games.

[100cp] Duelist Sense

Like Yugi and others, you can tell that someone is a strong duelist just by looking at them.

This ability applies to skill at Capsule Monsters, games like Capsule Monsters, and trading card games, though it cannot apply to games you have no knowledge of. Whenever you like, you can finetune this ability for one or more specific games, or toggle it off completely if you wish.

[100cp] Capsule Cutie

There's already a couple of beauties in this tournament, so why not another?

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

[200cp] Battle Prediction

When you, or a unit under your command (both in and out of games), is about to do battle with an enemy on the same battlefield, this perk will activate.

When activated, you will gain a fairly accurate sense for how such a battle is likely to play out, giving you an opportunity to change tactics if things would go poorly, or reassure yourself if things would go well.

While fairly accurate, this sense is far from absolute. It fails to account for enemies that are deliberately concealing their identity. It also does not account for sheer luck, whether such luck would work for or against you. Nevertheless, it is a helpful tool allowing you to make more informed decisions.

[200cp] Terrain Assessment

Terrain is an important factor during games of Capsule Monsters, and can seriously shift how a battle plays out.

In and out of games, you are good at intuiting which units under your command would be helped or hindered by any given terrain. You also have a 'sixth sense', which informs you when said terrain is likely to soon undergo a drastic change.

[200cp] Value Judgement

When deciding which Capsule Monsters to use, an important factor to consider is their Monster Point Cost, which often limits how many monsters you can play with.

Fortunately, when it comes to Capsule Monsters and other games, you are very good at discerning the true value of a piece versus their cost. This allows you to determine more efficient setups, and helps you to avoid the common newbie trap of judging a powerful but prohibitively expensive piece too favourably.

[200cp] Attribute Specialist

It is quite common for duelists here to focus on only one or two attributes, a choice that the symbol plays into. And, thanks to this perk, a choice that is even more worthwhile for you.

On purchase of this perk, choose one of the eight attributes present in Capsule Monster Coliseum (Dark, Earth, Fire, Light, Thunder, Water, Wind, or Wood). From now on, when you use Capsule Monsters of the chosen attribute, you perform noticeably better than usual. You notice superior plays more frequently with those monsters, and critical hits happen just a bit more often as well.

This boost will carry over to other games as well, including trading card games, so long as that game has an equivalent of your chosen attribute (the critical hit boost only applies if the game in question employs such a mechanic).

You can purchase this perk multiple times, but must choose a different attribute each time. Discounts only apply to the first purchase.

[400cp] Level Up!

Capsule Monsters become more powerful as they gain experience. Now, you've learned a special trick to apply a similar phenomenon to other games.

From now on, when you play a game in which you bring in personalised playing pieces (such as a trading card game), those pieces will gain EXP as they are used correctly. Each time they reach an EXP threshold, they will level up, increasing their effectiveness without raising their in-game cost. How this applies varies based on the game, but usually just results in additional attacking or defensive power.

Only pieces that represent creatures or characters gain EXP. Each piece can only level up a total of eight times (bringing them to level 9). The EXP and level will generally be represented on the piece in some way, allowing you to see how the piece has improved, and how close it is to improving further. The use of levelled pieces will always be considered legitimate in any official tournaments you participate in, but you can also choose to scale back the level of any of your pieces if you feel like playing fair (doing so will not prevent a piece from earning EXP during that game).

[400cp] Upping the Ante

Whenever you participate in Capsule Monsters, or in a trading card game, you may choose to activate this perk. Should you win, you are entitled to claim up to two Capsule Monsters or cards from each opponent you just defeated. For more challenging opponents, you may sometimes be entitled to three instead.

You can only claim Capsule Monsters that your opponents placed on the battlefield (even if they were never taken out of their capsule shell), or cards that your opponent had in their deck. This ante is one-sided, so you won't have to give up anything if you lose, but will somehow be considered legitimate by your opponents.

While your opponents won't try to back out of their obligation, this perk does not prevent them getting mad if you take things that are precious to them.

[400cp] Evolution Expert

Within the game of Capsule Monsters, some monsters are able to 'evolve' into a stronger form. How this is achieved is not explained as part of the basic rules, leaving many to fumble around with trial and error. You though, can avoid such stress, thanks to this perk.

From now on, you will be able to easily intuit which Capsule Monsters are capable of undergoing evolution, and how it is achieved. Usually it will require the monster to earn plenty of EXP and go through several level ups, but occasionally the monster will also have to be placed on a specific type of terrain, and you will have no trouble discerning when this is the case, and which terrain is needed. You'll even have a good idea of what the resulting evolution would be, allowing you to save time if it doesn't interest you. As a special consideration, you can transform Capsule Monsters that have already evolved back and forth between their pre- and post-evolved forms so long as they are not currently being used.

Outside of the game of Capsule Monsters, you will have a similar degree of intuition when it comes to monsters that are able to go through a similar process of 'evolution', helping you predict the requirements as well as the likely result. If you or an ally has the *Your Evolution* perk, this perk will help you discover the necessary conditions for unlocking its transformations as well.

[400cp] Your Evolution

Does the evolution Capsule Monsters undergo appeal to you? Would you like to emulate such a power yourself?

From now on, any spirit or monster form you possess (including those you acquire in the future) will be able to undergo a special transformation. This transformation is accompanied by a noticeable increase in overall power; however, forms such as the Duel Spirit species still cannot interact with the physical world if they couldn't before, which may render the transformation mostly useless.

In order for you to apply a transformation, you must first discover it. Most times it will simply require you to train for a period of time in that form, though occasionally it will also require you to visit a specific kind of environment. Once you have discovered a transformation, you can freely enter or exit it as you please whilst you have the appropriate form, and maintaining it doesn't exert you in the least.

[600cp] King of Capsule Monsters

You are absurdly talented at the game of Capsule Monsters, Jumper.

With this talent, you are able to organise sorties of Capsule Monsters that work well together, and that play well on the planned battlefield. During the game, you'll have an easy time placing your monsters in advantageous positions that take advantage of the terrain, exploit the movement of your opponent's monsters, and that allow groups of your monsters to work together seamlessly. You'll also notice when opportunities to attack your opponent's symbols directly appear.

Beyond just skill, you'll also have a good deal of luck when it comes to Capsule Monsters. This luck will help you find the monsters you require, and will even manifest in-game as a higher chance of critical hits. This combination of luck and skill may be just what you need to win the tournament.

For games other than Capsule Monsters, your talent and luck will carry over, though to a less degree. You'll find yourself picking up not just the rules but the underlying principles of these games quite easily.

[600cp] Your Fusion

Taking a cue from Capsule Monsters, you have learned the strange power that is fusion.

With this power, you can fuse with up to four willing individuals, coming together in a new form of which control is shared by the fused parties.

In order to be an eligible target for fusion, each individual must have gone through some level of training alongside each other participant. Those who are incapacitated cannot fuse, and this fusion power cannot be chained together or stacked on top of each other (this extends to others who have this perk, but does not interfere with the use of other fusion methods).

The power and appearance of the new form depends on the participants, but you can be assured it is always at least somewhat more powerful than the greatest participant. The fusion can be sustained as long as you like, so long as each participant wishes to maintain it; should one wish to leave, the fusion will expire. During the chain only, the fusion will also expire at the end of each jump.



-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 Kit

To get you started, you've obtained a set of fifteen monster pieces. Each of these are quite weak, and have yet to gain any EXP. Each monster belongs to a single attribute; each has its strengths and weaknesses, and a variety of attributes may be helpful. You can choose specific weak monsters, or automatically receive a selection of monsters that play well with your first symbol's attribute choice (provided you obtained the *Symbol Piece* item).

As you play with these monsters, they will gain EXP and level up. As a special consideration, you can choose to temporarily scale back the level of any of your monsters when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent them from gaining more EXP.

If a monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will finish when you finish your subsequent game (in other words, you won't be able to use that monster the next game). Post-jump, this process occurs instantly when the current game ends, allowing you to use your monsters as often as you like.

Should a monster be lost, or more permanently destroyed, you will receive a replacement in your Warehouse after 24 hours.

[Free & Exclusive to Duel Spirits] Your Capsule Monster

This Capsule Monster, complete with capsule "shell", is made to resemble your Duel Spirit form. It possesses an attribute which is appropriate for this form. (if multiple attributes are appropriate, you can choose the one you prefer).

Your Capsule Monster is a fresh piece that has yet to gain any EXP. You are free to choose the general power level of your Capsule Monster, so long as it falls within the scope of Capsule Monsters appearing in Capsule Monster Coliseum, excluding evolutions and fusions. While it may be tempting to go for the highest power possible, be warned that the more powerful it is, the more Monster Points it is worth – which limits its useability on most stages.

If you possess the *Your Evolution* perk, your Capsule Monster is capable of undergoing evolution. Once this has been achieved, you or a player using it can freely swap between pre- and post-evolution forms when it is not currently being played with.

If you possess the *Your Fusion* perk, your Capsule Monster is capable of undergoing fusion with up to four other Capsule Monsters at a time. If one or more of the other monsters are tied to a Duel Spirit (such as being another copy of this item), the fusion will automatically cancel at the end of the game

it is achieved. If not, the fusion can be cancelled by you or a player using it at any time outside of a game, but the fusion will last indefinitely until that time.

In either case of evolution or fusion, the player using your Capsule Monster will never have to worry about triggering it if they do not wish it to happen.

As your Capsule Monster is used, it will gain EXP and level up. As a special consideration, you or the person playing with it can choose to temporarily scale back its level when it is played – helpful if fairness is the objective. Doing so does not prevent your Capsule Monster from gaining more EXP. After the tournament (whether this means post-jump or not), it can continue to level up beyond the usual maximum level of 9. This is sure to be appreciated if more powerful Capsule Monsters are introduced, or if a player just wants to crush their competition.

If your Capsule Monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will last a few hours. This may prevent your Capsule Monster being used in subsequent games. Post-jump, this process occurs instantly when the current game ends, allowing it to be used immediately.

When not being used for a game of Capsule Monsters, the figure cannot be damaged or destroyed, and is always right there when you need it.

[Free/50cp] Symbol Piece

The first purchase of this item is Free. Additional purchases are 50cp each.

The symbol piece represents the player in Capsule Monsters. It is a mandatory piece, and destroying your opponent's piece is one of the ways a player can claim victory.

Symbols have two stats. AP (Action Points) dictates how much a player can act during their turn. PP (Power Points) is the "health" of the symbol – it will be destroyed if its PP reaches zero during a game. Different symbols favour these stats differently; on purchasing a symbol piece, you must decide how these stats skew. You can also choose to lose out on some of these stats in exchange for a one-time payment MP, the local currency.

Just like monsters, each symbol is tied to one of the eight attributes. Monsters you use that share the attribute of your symbol are more effective, while monsters that are weak to your symbol's attribute are less effective. On purchasing a symbol piece, you must choose its Attribute, which is reflected by the colour of the gem that dominates the pieces. Other aspects of the symbol, such as the stand, are entirely aesthetic and can be freely determined by you so long as they remain within the scope of other symbol pieces.

Also like monsters, a symbol will gain EXP and level up as its player uses it. Each time it does, it gains points which its player can direct in order to improve its AP, PP, or the degree to which it buffs monsters of the matching attribute. As a special consideration, you can choose to temporarily scale back the level of your symbol when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent the symbol gaining more EXP.

Post-jump, you can also freely "respec" your symbols outside of games, allowing you to change its initial stat skew as well as change how the level up points are allocated. This can't be used to generate additional MP, but if you initially sacrificed stats for MP, you will be able to regain those lost stats.

Unlike monsters, a symbol piece that is destroyed during Capsule Monsters does not need time to recharge and repair, allowing you to play as often as you like.

Should a symbol be lost, or more permanently destroyed, you will receive a replacement in your Warehouse after 24 hours.

[50cp] Yu-Gi-Oh! Capsule Monster Coliseum Game Bundle

A game within a game. This bundle contains:

- A 2004-era television.
- A PlayStation 2, and all needed cables.
- A PlayStation 2 controller.
- A copy of Yu-Gi-Oh! Capsule Monster Coliseum.
- A set of three promotional Yu-Gi-Oh! TCG cards: “Abyss Soldier”, “Inferno Hammer”, and “Teva”. These are ordinary trading cards, and offer no special properties.

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

[50cp] Card Collection

A set of Yu-Gi-Oh! TCG cards. Every single monster that appears in the Yu-Gi-Oh! Capsule Monster Coliseum game is represented in the set, even evolutions and fusions.

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

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

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

[50cp] Capsule Monster Case

Need somewhere to store your pieces?

This Duel Monsters-branded case will be able to store any number of Capsule Monsters or symbol pieces. The case will be able to expand internally as required, without appearing any bigger externally or getting any heavier. You will somehow always be able to find the Capsule Monster or symbol you are looking for.

If the case is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Stored Capsule Monsters or symbols will be included with the replacement. Additionally, if a Capsule

Monster or symbol you legitimately own is lost or permanently destroyed, you may have a replacement appear inside the case after 24 hours (this overrides any replacement rules it would ordinarily use).

[50cp] Additional Capsule Monster

Each purchase of this option provides you with a single Capsule Monster that is present within Capsule Monster Coliseum. This includes evolutions and fusions, but the new monsters will start without any EXP. Reminder that most games in this tournament have restrictions on the total value of your pieces, making it harder to use many powerful monsters at once.

As you play with these monsters, they will gain EXP and level up. As a special consideration, you can choose to temporarily scale back the level of any of the monsters obtained from this option when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent them from gaining more EXP.

If a monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will finish when you finish your subsequent game (in other words, you won't be able to use that monster the next game). Post-jump, this process occurs instantly when the current game ends, allowing you to use your monsters as often as you like.

Should a monster provided by this option be lost, or more permanently destroyed, you will receive a replacement in your Warehouse after 24 hours.

[100cp] Custom Stage

This large table is designed to facilitate the game of Capsule Monsters.

The board uses cutting edge holographic technology in order to display the battlefield, highlight spaces a Capsule Monster is able to move to or attack, and even show off battles between monsters. The table also tracks all kinds of information, including the turn player's AP, and the stats of monsters in play.

When not being played on, you can adjust the battlefield to your liking. All stages found within Capsule Monster Coliseum are presets that can be swapped to. You can also create custom battlefield, either by manually inputting the terrain, or by having the table scan the local area and automatically craft a battlefield that approximates the area. Finally, you can decide the maximum deployment (between six and ten), and the total MP value of the Capsule Monsters used.

Should the table be lost or destroyed, a replacement will appear at a location controlled by you.

[100cp] Signature Outfit

This is an outfit of a custom design, chosen by you on purchase of this item. Whether you want a Domino High uniform, a stylish coat, or to cosplay as the Dark Magician Girl, you are covered here.

Regardless of your choice, the outfit does not provide protection beyond that of ordinary clothes. The outfit is self-cleaning and self-repairing, ensuring you can wear it as often as you require.

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

[200cp] Advanced Capsule Monster Kit

Each purchase of this option provides you with any fifteen Capsule Monsters that are present within Capsule Monster Coliseum. This includes evolutions and fusions, but the new monsters will start without any EXP. As ten is the maximum number of playable monsters in even the least restricted games, this will massively cut down on your need to collect other monsters – if not remove it entirely.

As you play with these monsters, they will gain EXP and level up. As a special consideration, you can choose to temporarily scale back the level of any of the monsters obtained from this option when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent them from gaining more EXP.

If a monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will finish when you finish your subsequent game (in other words, you won't be able to use that monster the next game). Post-jump, this process occurs instantly when the current game ends, allowing you to use your monsters as often as you like.

Should a monster provided by this option be lost, or more permanently destroyed, you will receive a replacement in your Warehouse after 24 hours.

[200cp/400cp] Jumper's Capsule Monsters

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

This is a collection of fifteen original Capsule Monsters not present in Capsule Monster Coliseum. If you have been to a Yu-Gi-Oh! or Duel Monsters setting before, these monsters will reflect your time there, such as cards you used, or monster forms you or your companions acquired. If you haven't been to a Yu-Gi-Oh! or Duel Monsters setting yet, they will simply be monsters that you would like. In terms of power, this collection is solid, but not exceptional.

For an additional 200cp (undiscounted), you'll have an opportunity to build upon this collection further. From now on, whenever you would obtain Capsule Monsters or trading cards, there is a chance you will discover additional original Capsule Monsters based on your time in Yu-Gi-Oh! or Duel Monsters jumps (including this one). Within this jump, these monsters will not exceed the scope of Capsule Monsters present in Capsule Monster Coliseum. Post-jump, this limit is removed.

As you play with these monsters, they will gain EXP and level up. As a special consideration, you can choose to temporarily scale back the level of any of the monsters obtained from this option when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent them from gaining more EXP. Monsters provided by this option may be able to fuse or evolve, should that make sense for the monster in question.

If a monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will finish when you finish your subsequent game (in other words, you won't be able to use that monster the next game). Post-jump, this process occurs instantly when the current game ends, allowing you to use your monsters as often as you like.

Should a monster provided by this option be lost, or more permanently destroyed, you will receive a replacement in your Warehouse after 24 hours.

[400cp] Complete Capsule Collection

This option provides you with a single copy of every single Capsule Monster present in Capsule Monster Coliseum, including evolutions and fusions – that’s more than 200 different monsters! All monsters received via this option will start without any EXP.

As you play with these monsters, they will gain EXP and level up. As a special consideration, you can choose to temporarily scale back the level of any of the monsters obtained from this option when playing Capsule Monsters – helpful if you wish to keep things fair. Doing so does not prevent them from gaining more EXP.

If a monster is destroyed during a game of Capsule Monsters, it will begin a process of repair, which will finish when you finish your subsequent game (in other words, you won’t be able to use that monster the next game). Post-jump, this process occurs instantly when the current game ends, allowing you to use your monsters as often as you like.

To properly store your Capsule Monsters, this item comes with a Duel Monsters branded case, which will be able to store any number of Capsule Monsters or symbol pieces. The case will expand internally as required, without appearing any bigger externally or getting any heavier. You will somehow always be able to find the Capsule Monster or symbol you are looking for.

Should a monster provided by this option be lost, or more permanently destroyed, you will receive a replacement in the case after 24 hours. If the case itself is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Stored Capsule Monsters or symbols will be included with the replacement. Additionally, if a Capsule Monster or symbol you legitimately own is lost or permanently destroyed, you may have a replacement appear inside the case after 24 hours (this overrides any replacement rules it would ordinarily use).

[400cp] Monster Point Shop

This store sells Capsule Monsters. To start with, it has all Capsule Monsters that would be sold by Grandpa in Capsule Monster Coliseum, without you having to wait for the tournament to progress for the selection to grow.

The store utilises a special currency, known as Monster Points (MP). You can acquire MP in two ways. First, you can sell Capsule Monsters back to the store for a fraction of their value; a good way to offload excess monsters you might have picked up during the tournament. Second, each time you win a game of Capsule Monsters, you will receive MP – the tougher the opponent, the more you get.

After the tournament ends, whether or not the jump has ended, the store will expand its selection of monsters. Not only will all Capsule Monsters present in Capsule Monster Coliseum (including evolutions and fusions) be sold, but the store will slowly rotate in new and original Capsule Monsters, based on other monsters from the Yu-Gi-Oh!/Duel Monsters setting.

Post-jump, the store will also sell card packs and singles from every card game you have encountered. The exact selection will change over time, but there will always be at least a few options for each card game. The store can provide you with cards backed by mystical forces (such as

cards from the Yu-Gi-Oh! setting proper), regardless of whether you are buying packs or singles, though particularly special cards such as the Egyptian Gods cannot be acquired in this way. Like with the Capsule Monsters, you can sell individual cards back to the store for a fraction of their value as MP.

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

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

[600cp] Capsule Monster Island

This large floating island is host to a variety of ancient looking buildings. Within these buildings are rooms which emulate diverse environments, from a street on Christmas Eve, to an abandoned factory, to outer space and more! Each of these rooms contain a table designed to facilitate Capsule Monsters, whose game board reflects the room it belongs in.

In the centre of the island is a large tower which dwarfs the other buildings. This tower can be hidden within the island, and brought out when desired. Like the other buildings, it contains rooms for Capsule Monsters, making it an excellent final battleground if you were to host a tournament.

If you have also purchased the Monster Point Shop, it can be attached to the island's entrance hall.

Once per jump, you can hold a special Capsule Monsters tournament here, which will naturally attract major characters from the setting you are in. While they are here for the tournament, they won't physically attack you or each other, unless you or your allies intentionally provoke them. Each participant will automatically gain an understanding of the rules of Capsule Monsters, and acquire a symbol and a Capsule Monster deck that either reflects their character, the kinds of card or monsters they would typically use, or both. Post-chain, you can hold these special tournaments as often as you like, and characters may even show up from other worlds you have visited during the chain.

Finally, inactive companions can stay here, provided they remain on the island. Try not to fall off!

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

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

[600cp] 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 like, you may have a custom Millennium Item with its own abilities, 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 Millennium 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 has the equivalent of the *King of Capsule Monsters* perk. 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 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! Capsule Monster Coliseum, 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] Protagonist Replacement

Requires Human species.

With this toggle, you have taken on the role of Yugi for yourself. Your starting location is fixed to the Entrance Hall. You do not receive additional items (such as the Millennium Puzzle) as a result of taking this toggle.

[0cp] Extended Stay

With this toggle, your stay will not end after the tournament, and will instead last a full ten years. Additional Capsule Monsters tournaments will be a regular occurrence throughout the duration.

[+100cp] Attribute Annoyance

For one reason or another, you simply can't wrap your head around the attribute system of Capsule Monsters, and will have to learn as you play from scratch every single game.

If you are a Duel Spirit, this drawback applies instead to any duelist using Your Capsule Monster.

[+100cp] Attack Disorder

For all of your Capsule Monsters games, your opponent will always be able to choose the turn order.

If you are a Duel Spirit, this drawback applies instead to any duelist using Your Capsule Monster.

[+100cp] Away Games

During the tournament (as well as future tournaments if you chose to extend your stay), attempts you make to wait for opponents at preferred stages will always fail. This means you'll have to face your opponents on stages they prefer.

If you are a Duel Spirit, this drawback applies instead to any duelist using Your Capsule Monster.

[+200cp] Zero EXP

For the duration of your stay, your Capsule Monsters are incapable of gaining EXP, fusing, or evolving.

If you are a Duel Spirit, this drawback applies instead to Your Capsule Monster, and any other Capsule Monster meant to represent you.

[+200cp] Up-staged

It seems you just can't get a handle on how terrain effects the game of Capsule Monsters. You will often forget to take it into account, and move monsters into space where they are less effective, or that are hazardous to them.

In particular, you are bad at accounting for specific stage gimmicks that radically change the terrain, and will forget gimmicks you have already seen when a duel begins.

If you are a Duel Spirit, this drawback applies instead to any duelist using Your Capsule Monster. On top of that, you'll find that blunders that duelist makes relating to a stage gimmick involve Your Capsule Monster more often than not.

[+200cp] Ante Penalty

Any time you lose a game of Capsule Monsters, you must provide two of the Capsule Monsters you used in that game to your opponent (your opponent gets to choose which two). If you only used one, you only have to give one away.

If you are a Duel Spirit, this drawback applies instead to any duelist using Your Capsule Monster.

[+300cp] Millenium Mark

Maximillion Pegasus. Yami Marik. Yami Bakura. For whatever reason, each of these individuals considers you an enemy, and will stop at nothing to ruin you.

Don't expect to just be challenges to some kid's game either; each of these individuals will use the Millenium Items at their disposal to directly harm you if they have the opportunity. If you are a Duel Spirit, you will always remain visible to them, and they can definitely harm you with their Millenium Items.

Be careful, Jumper.

[+300cp] King of Jumpchain

The stakes have truly been raised. You must now win the tournament and earn the title of King of Capsule Monsters, or you will fail your chain. If you've chosen to extend your stay, the results of subsequent tournaments do not matter.

If you are a Duel Spirit, a duelist other than Yugi must win the final match of the tournament whilst having your Capsule Monster in play during the majority of their games. You must declare which duelist this will be when taking this drawback.

[+300cp] Capslocke

Want to make this really challenging? Alright then.

This drawback varies depending on your species choice.

For humans, you begin with a total of 15 'slots' for Capsule Monsters, and will receive an additional slot each time you first reach a new Area. Once you have committed to a Capsule Monster for a slot, that decision is final; you don't have to use it in every game, but you cannot use a Capsule Monster at all if it isn't committed to a slot. Fused monsters require slots equal to the number of monsters used for their fusion.

If one of your Capsule Monsters is defeated, it cannot be used again for the duration of the jump. This does not free up any slots. If you can no longer use any Capsule Monsters, you will fail your chain.

For Duel Spirits, this drawback is simpler, but no less challenging. When taking this drawback, you must declare a duelist; that duelist must use Your Capsule Monster in every game they play, and cannot refuse challenges. Should Your Capsule Monster be defeated, you will lose your chain. Your chosen duelist will be aware of these rules, so choose wisely.

-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:

Here's to future battles!: You choose to remain in this world. Capsule Monsters tournaments will be a regular occurrence. Your chain ends here.

Here's to future jumps!: You choose to continue your chain. Proceed to the next jump.

Here's home!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

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 Millennium Eye, or a custom Millennium Item that replaces a body part, it can come pre-installed on the purchaser's body.

When does this take place?

Character statements place this after Duelist Kingdom but before Battle City (or early Battle City at the latest). Despite this, there are inconsistencies, such as Maximillion Pegasus still possessing the Millennium Eye. This means that the setting is some kind of AU that doesn't completely map to the anime or manga continuities.

So, what exactly happens here, anyway?

Yugi arrives in the Entrance Hall. He acquires his initial "deck" of Capsule Monsters from his grandpa, and enters the Capsule Monster Battle Tournament.

In the first area, Yugi defeats Joey Wheeler, Tristan Taylor, Duke Devlin, Tea Gardner, and his grandpa. In the second area, Yugi defeats Weevil Underwood, Mako Tsunami, Rex Raptor, Mai Valentine, and Mokuba Kaiba. In the third area, Yugi defeats Bakura, Bandit Keith, Pegasus, Odion, and Marik Ishtar. In the fourth area, Yugi defeats Shadi, Seto Kaiba, Ishizu Ishtar, Yami Marik (who flees after he loses), and Yami Bakura.

Once Yugi has cleared the fourth area, a tower emerges in the centre of the island, revealing the final area – the King Coliseum. There, Yugi defeats Pegasus, Ishizu Ishtar, Yami Marik (this time purging the darkness from him after the duel), Shadi, and Seto Kaiba in rematches, becoming the King of Capsule Monsters.

-Changelog-

0.1

Created the jump.

1.0

(i) Added missing perk discount rules. (ii) Added a case to the **Complete Capsule Collection** item.

1.1

(i) Added some extra detail to the note **On Millennium Items**.