

Yu-Gi-Oh ! Adventures Duel World

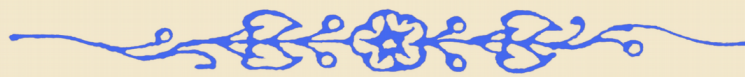
Basic Rules book – Jam Version

Game Design : Shinko Kagenami

Illustrations : Jenny Punky

The Yu-Gi-Oh! License rights are the courtesy of Kazuki Takahashi, Konami Holding Corporation, Studio DICE, TV Tokyo and Studio Gallop. All rights reserved.

Screw 4Kids though.



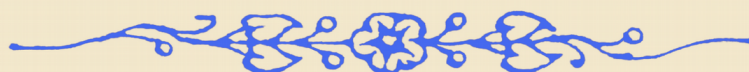
Foreword

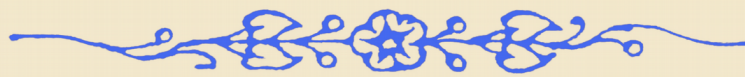
Here we are. I had this project in mind for years (since the late 2016 if I'm not mistaken) and its evolution has been weirder than expected. You know, when I left college to become a game designer, I had in mind an old school RPG game in the spirit of The Elder Scrolls III: Morrowind (my number 1 favorite game ever) based on the Yu-Gi-Oh! Licence – more specifically on its duel world, which is really underused in my opinion.

Such a large universe still unexplored (except for some moments of the Waking the Dragons filler arc, the 3rd narrative arc of the GX anime, a couple episode of the 5Ds anime and some episodes of the ZeXal anime), with a lot of stuff to think about. It was great! I can't count the hours I spent learning about the lore of the card game, reviewing the wikis about what was already made to make as a few mistakes as possible.

Some problems stood, unfortunately. One was really annoying: more than 20 monster type added to the 6 attributes available (no, I wasn't planning to make the Divine attribute playable since it would be REALLY overpowered) would be heck of complicated to design, for the character creation itself but also the level design, the graphic design and a lot more. So the idea of the warrior Zâshin (which was supposed to be a « guy on the game box » character among a magician - who became the Magical elf Krysta after a couple of evolution - and some dragon) became the main character of the game. I built a story around him, developping the character, giving him some companions and the ability to absorb the abilities of the monster cards he has in his inventory.

Nonetheless, the idea of an open world (due to the Morrowind influence) seemed too heavy to handle for me (I wasn't a professional game designer at the time and beginning a huge project right off the bat kinda scared me a bit). So, I decided to do a Tactical-RPG with some early Fallout ideas (the maps overworlds, for example). It was an elegant way to deal with the shitload of the 12 worlds – I already planned to do a DLC based on Vrains even before I started anything, yeah I had some crazy ideas back in the day – but there were a lot more to do and some other projects made me think I should pause the project for a while – I didn't even have the rights to use the license actually !





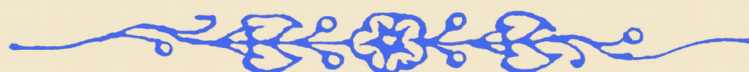
Then I had an idea in mind some weeks ago: what if this project was more suited for a tabletop RPG than a video game? It makes sense: the world is endless, open to a lot of stories, it's cheaper and more simple to make than a video game (I speak from experience), and it's a great way to share a good moment with some friends and even the bare lord I build with you, the players. I then thought about some mechanics – putting the original character creation back, establishing the 12 universes' lore without mapping all of them, the summoning method would be decided with dice instead of the summoning meters, and the stories I had in mind could be « official » campaigns for the game as starters. Don't worry, Zâshin is alright and still the game's mascot and frontman. He and the Blue archetype exist in the game's core history and will be forever.

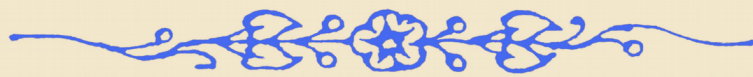
So, I planned to eventually make it. And « eventually » took the shape of the Worldbuilding Jam I found while browsing the Game Jam calendar of Itch.io – a little question and the choice was already made. And here we are! June 2019, nearly 3 years (geez, time flies...) after this idea popped in my mind and despite the many ideas I had – most of them are kept in the rulebook – I finally start it!

I hope you'll like it as much as I'll love to finally play it, and the best to me would be developping it beyond the very jam version you're reading right now! I don't have much to add, so let's duel – but this time, in a marvelous world!

Shinko Kagenami.

NB: The rules' display may be messy and the lore informations really stunt due to the urge to release this jam version, but I will work on it to make this book really pleasant to read, I promise!





Introduction

The Duel World

The power of imagination is limitless. People think it is limited by what we make with it, but truth is it can actually build worlds and give birth to the most powerful beings. Among our very world is the Duel World whose emerged from the first story ever made. Spirits, heroes and even deities were made after tales and thoughts. During ages, warriors and dragons were joined by dinosaurs, machines, fiends, angels – or fairy, and even programs and psychic beings. Knights and wizards witnessed the birth of gods and mythologies while aquatic folks fought moving rocks, super-heroes or even trains – I swear!

Fantasy worlds leading to endless deserts, while the realm of the dead led to jungles and big cities with million of skyscraper. Clans colonized these dimensions originated by our minds, and wars were raging while deceased humans fused with their ka (the spirit monster linked to one's soul) to be reborn in this world.

Maybe you are one of those, or an invention of some tale, an idea from the genius mind of a scientist, a long-forgotten legend. Who

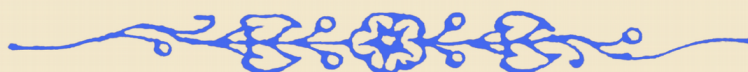
knows? Your origin is what bond you with the human's world. You are a part of the monster's world, the Duel World.

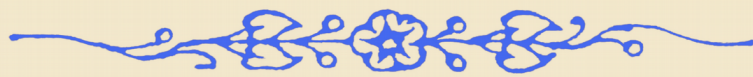
Playing as a PC (Player Character)

As a player character, you embodies a monster of the Duel World wandering among other characters (your friends) to accomplish quests and adventures. Your character is a complex cocktail of many components as the type and attribute chosen, its abilities, effects, among other things. Don't worry, it's easier than it looks and this book will guide you to go through this (with the help of the GM if needed).

If you played a (tabletop or video-game) RPG once, you'll be surprised to read the game using stages to measure one character's evolution instead of the word « level ». In this game, a level is a proof of one's power and not a level indicator – thus it is sometimes replaced by ranks (for XYZ monsters) that is equivalent or links (for Link monsters whose links equals 2 times a level).

After some stages gotten, your character would be able to unlock an effect. Although





it is not mandatory, a lot of monsters unlock them and make them evolve. Choosing not to have an effect can be benefic though, since it gives you greater ability bonuses at higher stages and some effects rely on normal (no-effects) monsters so, it's up to you !

Playing as a GM (Game Master)

We're not going to be really original here. If you already mastered some campaigns, this would not be really useful – even if a little reminder is always welcome !

But if you want to master your first campaign, this would be a good start! The first advice is: chill out. I mean it, you're not going to lead a political debate but playing with friends. Yes, there will be some moments when you'll need to firmly maintain your decisions (you lead the game, after all!) but you'll do it honestly and for the sake of the campaign and the pleasure felt while playing it.

Your mission is telling the story of the game, describing the scenes and the map to help the players figuring the realness of their adventure the more narrative it can be. You also embodies the NPC met during their wanderings and ennemies during a fight. Your characters will never be the same so if you like telling stories and diversifying your

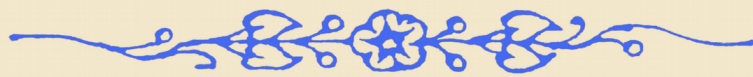
plays, don't ever hesitate and give it a shot !

An entire chapter of the guide is made to help Game Masters to run their scenarios under the best circumstances.

Playing as both

Ok, you're quite the hesitating player ! Nothing in the rules forbids you to mantle both sides of the game, though. But it's really tricky and personnaly, I don't recommand it (although I also personnaly do it almost every time! - who called me an hypocrite ?) since the frontier between the GM and the PC is blurred by you being both. If you really want to go this way, be my guest, but you have to not making an overpowered character or using your GM's knowledge of the scenario as an unexplained deus ex machina to rush the campaign. Tough job indeed !





How to play ?

At first, the GM has to plan their campaign (obvious isn't it?) the most natural possible, using storytelling, ambiance sounds – optional – and some other tricks to make you forget you're around a table looking at some paper maps. It's up to the GM to make a rogue-like dungeon crawling campaign, an investigation in a little fantasy town or an endless modern megalopolis, an arena tournament at the gates of a vampiric realm, nothing's too far-fetched for the game. More than every other tabletop games, one is limited by nothing but their imagination due to the wide lore given to the players.

You also can use grided maps and figures to help you visualize the distances and the overall scene, but they're not mandatory. With a little organization, it's possible to only use gridless maps to picture the scene. Both have their pros and cons, and both are legit for this game !

Dice

As a tabletop RPG, the game uses different kind of dice to play. Among them, the classical d20 and the d12 are the most

useful dice used. The core mechanics use the d20 for setting the player's abilities, and the d12 are used for the summoning mechanics during the battles. The other kind of dices (d4, d6, d8, d100) could also be useful, since the GM can plan a wide panel of situations that requires a lot of factors – and thus, data.

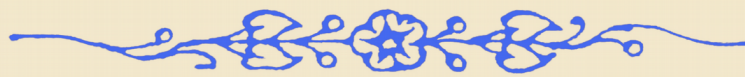
Character sheet / Creation

Something very important is having a memo to remember the characteristics of your (wait for it...!) character. The game having a wide range of Types, six Attributes, some variants as the Extra Evolution for your own character, and an inventory - among other things, it's important to use these sheets provided within the pack.

Incoming chapters of the book will explore further these concepts so you'll fully understand your character creation. If you're a beginner, you can ask the party's GM since he's supposed to know the rules.

Besides the technical creation, having a background is important for your character to define itself in the world built by your GM. There's no actual rule about it, but it can help you to create the character you want.





Is your character the reincarnation of a former human (like the egyptian priest Mahad who became the Black Magician)? And who was it? A fallen hero? A famed duelist? Some guy? Also it can be emancipated from a monster or an archetype community (as a Magical Elf monastery where a member got her own identity, or a lgnight who defected his clan to live his live free).

Figures and maps

Not mandatory as it is written above, but really useful. The game rules assume you're using it most of the time – usually for battles and duels. Sometimes, you just have to discuss the scene though, but an overall map is helpful to figure how the scene is, with some elements implied by the GM being more obvious and could be helpful so.

In the case you're using grided maps (for battles or the whole game), figures could be really helpful, but you can also use tokens, coins, or whatever you want to use as guides for the characters and PNJs. The cheapest way to make figures is bending papers with characters printed on it, but you can also 3D print them to have more

accuracy. And let's be wild, you can also use figures made for other games !

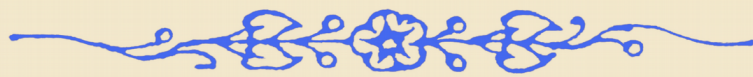
Friends

You already figured, isn't it? Why would you play with people you don't get along after all?

More seriously, if none of your friends are into Tabletop RPGs (or if you don't have friends at all – which is no problem, don't worry), a lot of passionate and rpg-enthusiasts people wanders the Internet to play some campaigns ! Seek the forums, chat boards, social medias and you'll eventually met people that would like to play with you ; and maybe they will become your closest friends !

If you cannot play in a physical instance (due to the geographical distance for example), software like Rolisteam can do the job for online sessions.





Abilities

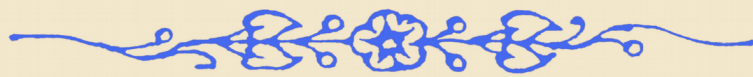
Abilities are the fundamental datas of your character. Before the choice of the Type and Attribute, it defines how any character interact with the world built around them. Some may be diplomates, the others rather reckless or sneaky, and any Ability chosen has an impact on the success of your actions. They are used as a reference for the GM to alter the results of any dice result for the test encountered.

To define your Abilities, you have to cast a d100 for any Ability displayed below, then you gain 10 Ability points to spend freely for any Ability you want.

List of the Abilities

- **Agility (Agi):** It defines your motion control, and has an effect on the odds to reach your opponent. Also, it increase the odds to avoid a Trap Card effect.
- **Endurance (Edr):** It has an impact on your Health, and your hit absorbtion. Also, it improves an Equipment (Spell or Trap) Card effect.
- **Intelligence (Int):** It has an impact on any intellectual action (from reading a sign to decipher a god's card effect). Also, it increase the odds to successfully use any Spell Card.
- **Luck (Lck):** It may be used as a bonus reference for any test. Also, it increase the odds to successfully use any Trap Card.
- **Personnality (Per):** It defines your odds to interact successfully with the other Monsters, may them be merchants, soldiers or even foes.
- **Speed (Spd):** It defines the distance of any movement in your encounters. Also, it has an impact on the initiative. The highest Speed score is allowed to attack first in any encounter.
- **Strength (Str):** It has an impact on the damage dealt to an opponent and your Health.
- **Willpower (Wpw):** It allows you to resist any Spell Card effect. It also has an impact to your hit absorbtion.





Types

Nota Bene : Due to the short time given by the jam, only 4 types (Beast, Machine, Warrior and Spellcaster) over the 23 available will be shown here. Don't worry, the final version will bring all of them !

The Type is the very core of a monster, which defines what it is. Due to the wide range of origins one can encounter, it is actually common for a Fiend-Type fallen angel to work along a Machine-Type haunted tank against a Zombie-Type ghost, for instance. It is both a good starting point for your character's lore and a way to set up your character's abilities. Some types are better suited for anthropomorphic or human monsters (as the Warrior, Spellcaster or Psychic types), the others for creatures-like monsters (as the Sea Serpent, Dragon, Reptile and Insect types), some can be either human or creature-like (as the Fiend, Angel or Cyberse), some can be supernatural (Zombie and Wyrms types)... It's up to you once again, so let's use our imagination to make the more original characters possible !

Beast-Type

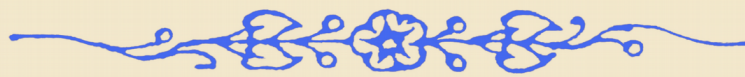


Hidden into the depths of the dark woods, the luxurious jungle, or bravely chasing the endless fields in chase of some opponent to defeat, either noble or sneaky, you are a wild force to not be reckoned with.

Description

Most of the Beast-Type folks are based on mammal's beasts such as lions, bears, wolves and such beings. Some can bear (bah dum tss!) a loose anthropomorphic shape like Gazelle the King of Mythical Beasts, while some are just stronger





versions of animals like Silver Fang the wolf. Alternatively, this Type also includes faint beings that are yet to be defined further, like the Ojama archetype. This Type has a strong connection with the Earth Attribute, but fits all the Attributes available.

Traits

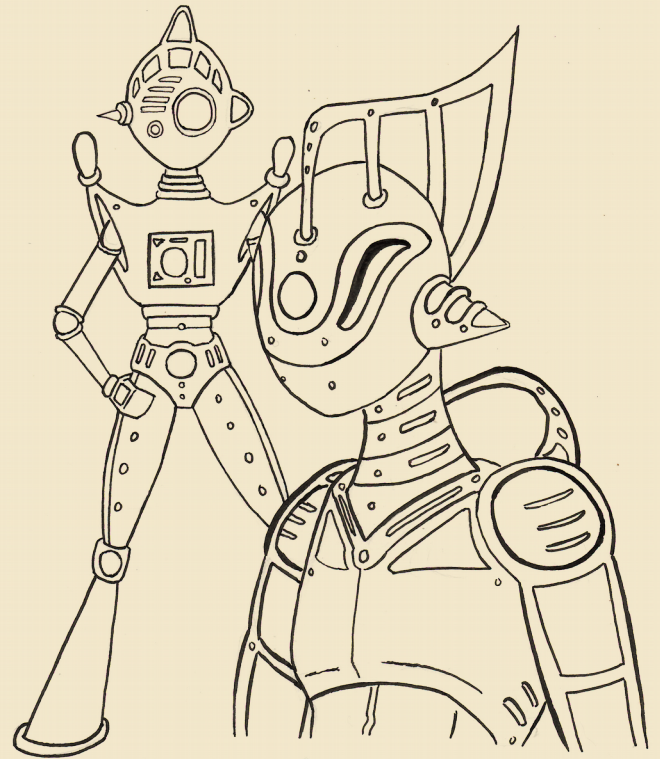
Wild Chaser: You are familiar with the wild plains that lies to the horizon and the frightening woods full of wonders. You gain a permanent bonus of 2 for every dice roll cast (except for a summon) on a grassland or forest field.

Fast&Furious: You are fiercer than a raging fire and faster than the 4 winds themselves! You gain +2 in your Strength and Speed Abilities.

Uncivilized: You are a beast, which means you are not aware of the art of speech, literature, or even dueling. You have to add 2 Ability points for Intelligence and Personality to be able to speak properly, read and summon monsters.

Hound force: You are stronger with your kin! It gives you a bonus of +1 for every Beast-Type ally you have on the field at each Attack test.

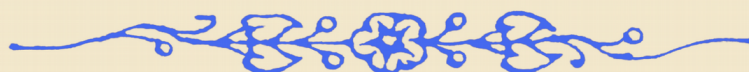
Machine-Type

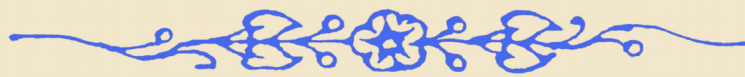


You are at pinnacle of technology, gifted by countless gadgets and abilities. Your body being forged from the hardest metal and your mind being one of the most advanced AI ever made, your power could be limitless... If you and the world could even handle it!

Description

Machine-Type monsters are based on machines from the early Industrial Revolution to the most advanced technologies of Sci-Fi stories. Their shape are also really versatile and can be humanoid or really mechanic (the most





extreme examples are trains and satellite cannons – yeah, you can play a damn train, folks!) and the choice you'll make will have an impact on your gameplay choices (imagine a haunted tank struggling to get a refund for its non-working cannon – you can do it, but it would be really funny to be honest). Some can take the shape of another Type like Cyber Dragon, and it would be a legit compromise between the Machine-Type Traits and another Type's lore impact.

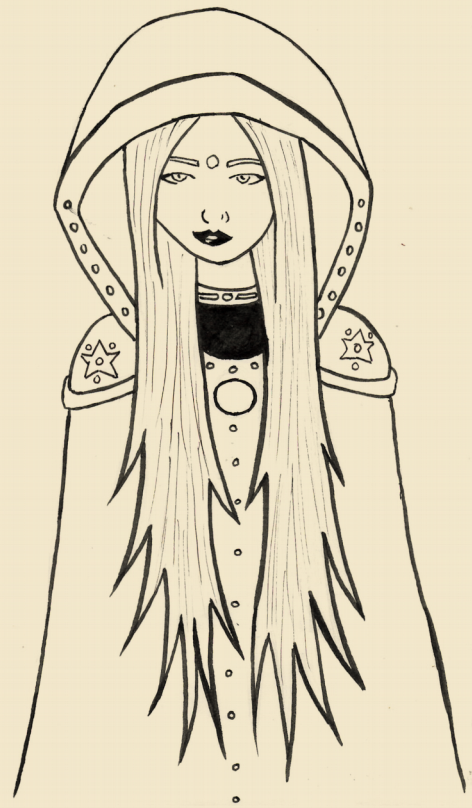
Traits

Unmagical Being: As a mechanical being, Magic has a faint influence on you. It gives you a bonus of +3 for any Magic Resistance test but a malus of -1 for any Spell Card Use test.

Hard Shell Smartie: You are made of metal and your mind is more logical than any organic being. You gain +2 for your Constitution and Intelligence Abilities.

Trickster: Your logical mind allows you to think further about fierce traps. It gives you a bonus of +2 for any Trap Card Use test.

Spellcaster-Type

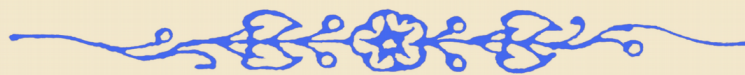


Fused by the arcanae of magical arts, you make wonders with your talents and your community seeks assistance from you to cope with unnatural issues or to advise the highest authorities. Your wisdom has no equal on any worlds and no one should ever try to prove it wrong.

Description

Spellcasters are often human or from humanoid races (elf, alien, gnome, or even goblin or beastfolk). They may be wizards, priests or prestidigitators. Their use of magic helps them to deceive their foes, to fight at distance, or to heal their allies. They





also often have a wide knowledge and the odds they know something about an unknown-looking element are high. They can originate from the wizard of tales and fantasy stories, from a priest's soul like the Black Magician Mahad, or from the splitting of an even more powerful monster like Astrograph Sorcerer. They can live in a royal court, a monastery or a small town that often rely on its tricks and wise hints.

Traits

Depth of knowledge: Your studies made you learn about a wide range of things, and you use this knowledge at your advantage when needed. It gives you a bonus of +2 for every Recognition test.

Wise Guy: As Magic requires a strong and flexible mind, you gain +2 for your Intelligence and Wisdom Abilities.

Magic Cracker: Magic is your stuff, right? You're using it daily and developed skills far among one's. You gain a bonus of +3 for your Spell Card Use test and a bonus of +1 for your Magic Resistance test.

Too Much Studied: Your party told you magic is exhausting and studying too much isn't healthy! You recover your health 10% slower while sleeping.

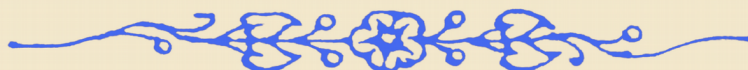
Warrior-Type

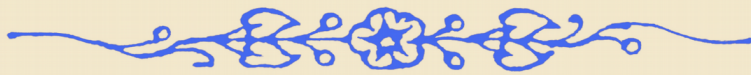


Earth cracks under your feet, Water waves from your attack, Wind bows at your contact and Fire harden your body used by many battles. You were trained among countless struggles, and your arm is the most powerful weapon known. You may not have the fierce breath of a dragon or the spellcasting level of a wizard, but your body training made them useless since you are now a war machine.

Description

Warriors are almost always humans or from humanoid races (elf, dwarf, gnome, goblin, alien – but not beastfolk, since they have their own Type [Not available in the Jam





version]). Using weapons or fighting with their bare hands, they may be soldiers, knights, ninjas, samurais, barbarians or martial artists.

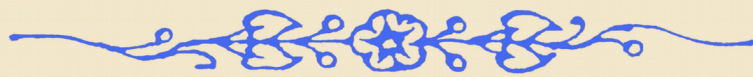
Traits

Training Montage: You're incredibly strong due to years of intense training. You gain +2 for your Constitution and Strength Abilities.

Here we go: Fighting has no secret for you, and your skills are among other Monsters. You gain a bonus of +2 for every Attack test.

Tool user: No one should ever cross your path if you have a weapon in your hands. Any Equipment Card you're using gain an efficiency bonus of 25%.





Attributes

Attributes are secondary datas of your character that have some effects on its Abilities. Furthermore, they drive your character's choices and have an impact on their overall personality. For instance, a Light Monster has high odds to be a justice-driven character while a Wind Monster could be tricky and a Dark Monster destructive ; but they could also be fanatic Light Monsters, relaxed Wind Monsters and prideful Dark Monsters as well. Each Attribute cover a wide spectrum of personalities and their choice is more a lore thing than an actual gameplay choice despite their actual in-game effects – it is the main difference with the Type choice that focused on the gameplay itself.

Dark

A powerful energy of hatred and darkness haunts your body. Your contacts with the dark side of your art corrupted you forever.

Description

Dark Monsters are often tormented, greedy, or absolute madmens. They're not always bad, but only a few of them are naturally selfless and totally loyal toward anyone. Instead, this is the privilege of one who already earned their respects. They can

easily snap, though; and only the Magician clan has genuinely good people of this Attribute among them.

Playing a Dark Monster requires to be a morally-ambiguous character, always on the razor's edge always in seek of balance or absolute madness instead.

Attribute Bonus

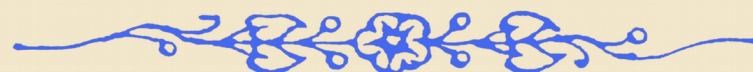
- A permanent +1 bonus of Dark Monsters summoning tests
- Has its Abilities 10% higher at night
- You can make Dissimulation tests (requires 1d20) for you and / or your party members.

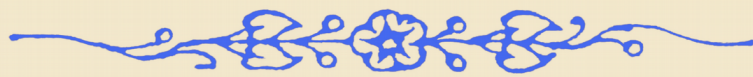
Earth

A real brute force, made from the veins of Earth itself, your Monster Persona has the hardness of a mountain and the calm of the thousand-years forest.

Description

Earth monsters are often bold and direct. Often related to nature, they rely on stability rather than versatility, and they focus more on defense and resistance than the other monsters. A fairly high amount of





technology-based monsters are also under this Attribute due to shared qualities.

Playing an Earth Monster requires to be a rather calm and collected character, that often relies on its logic than the deceiving appearances.

Attribute Bonus

- A permanent +1 bonus of Earth Monsters summoning tests
- Has its Abilities 10 % higher on the ground
- You can make a Seism test (requires 1d20) to destabilize your ennemies or make a shelter for your party.

Fire

A raging fire in your heart or around your body made you strong and powerful enough to dive into a lava pit for your bath time. You have the power to destroy lands, but also to purify wounds and physical curses.

Description

Fire Monsters are hot-headed and often stubborn. Not as careless as people think they are, these Monsters are still pretty hard to temper and their passion drive them to the edge of their might. More offensive than Earth Monsters (whom they share a

chthonian affiliation), they seek destruction of anything threatens what matter to them.

Playing a Fire Monster requires to be hot-headed, brave, and rather extreme but still thoughtful due to the raw power of fire they use.

Attribute Bonus

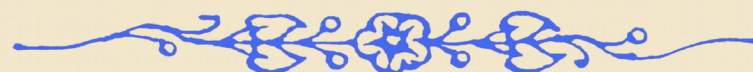
- A permanent +1 bonus of Fire Monsters summoning tests
- Has its Abilities 10 % higher on heated places
- Is not affected by any heat malus

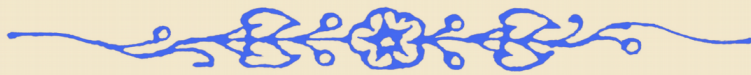
Light

A surrounding light wrapped your soul at the verge of death. Blessed by your rebirth,ocarina of time below the subscript all of your grief vanished to be replaced by a great power of uncorrupted forces.

Description

Light Monsters often fits the « Good » alignment of traditional RPGs by their selfless deeds and caring personalities. But they also covers the cons of this alignment : sometimes, they can snap and become fanatics of their own cause. Light isn't always good, as they can drive one crazy. They aren't that different from Dark





Monsters on this point, but for different reasons.

Playing a Light Monster requires to be a justice-driven character that acts for the good of most people, but has to balance to not become the threat he swore to fight.

Attribute Bonus

- A permanent +1 bonus of Light Monsters summoning tests
- Has its Abilities 10 % higher at daytime
- You can make a Healing test (requires 1d20) to heal a monster close to you.

Water

You seems peaceful. Quiet, gracile and smart, nobody suspect you. But once you triggered your action, they learn to fear the raging storm of the sea!

Description

Water Monsters are pretty uncommon, and often associated with aquatic Types like Aqua (Master of the Obvious), Fish or Sea-Serpent, [NB: These Types will be playable soon – if you wanna use them right now, use your imagination and Game Design skills!] but they also can be associated with more versatile Types like Warrior and Spellcaster. They are – or at least they *look* – usually quiet but are often

able to unleash their inner wrath in a second. It may seem lunatic, but it is always in purpose and they are pretty often calm and collected. The most humanoid Water Monsters are very empathetic and most of them are at least honest but doesn't really enjoy the front rows, they're rather found in a dark corner looking for an opportunity to strike.

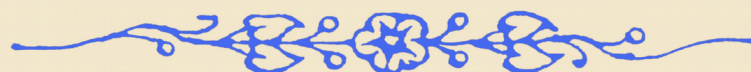
Playing a Water Monster requires to be quiet, cool-headed and fierce, but also loyal to their companions and honorable.

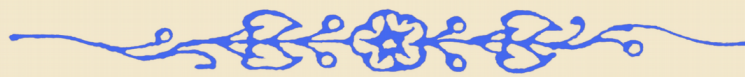
Attribute Bonus

- A permanent +1 bonus of Water Monsters summoning tests
- Has its Abilities 10% higher into the water and on ice
- Is not affected by any underwater malus

Wind

You're really quick and unseizable. Striking like the lightning itself, fleeing among the wind and never facing your opponent in front. Some says you're a coward ; you say the risk is not worthy.





Description

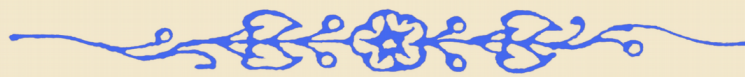
A real trickster, a shadow ninja or even an annoying harpy, you are a fast person who hates to waste your time. Your actions are quick, efficient, and really fearsome. The higher level or rank Monsters of your kind can master the winds itself and beware the Dragon or the Winged Beast that are able to control it!

Playing a Wind Monster requires to go forward with no hesitation, being fast and efficient, and controlling the field into 3 dimensions to strike hard. Wind Monsters are direct on the battlefield and among civilized people as well.

Attribute Bonus

- A permanent +1 bonus of Wind Monsters summoning tests
- Has its Abilities 10 % higher in the sky or at heights
- You can make a Lightning Attack test (requires 1d20) to improve your incoming attack by 25%





Duel World's dimensions

The Duel World is divided into 12 different dimensions with portals to navigate between them. Some look like fairy tale lands while others seem to fit in horror movies or sci-fi novels. Some are mechanical, devastated, luxurious, technology-driven, marvelous. The variety of these dimensions allows the GM to set up a wide range of stories, giving the characters a lot of original campaigns.

Fantasy Lore

Your average High Fantasy universe! Filled with grass plains, dense forests, high mountains and deserts full of wonders. The north of the realm is rather green with fields and cities, forests and jungles; the south is a large desert with dried plateaus and Egyptian-like cities and pyramids. They are separated by a mountain chain inhabited by dragons and giant birds. The Legendary Dragons' temple is hidden into the depths of the Ancient Fairy Dragon's woods.

Mecha Complex

A three-dimensional maze made of moving mechanical platforms linked by giant robotic arms. Factories and labs can be found here, often inhabited by Machine-Type Monsters, contributing to the technologic evolutions of

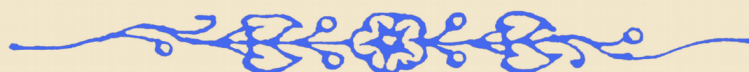
mankind. There are also Warrior-Type Monsters, mostly military trained soldiers testing some new weapons and bonding with some native monsters.

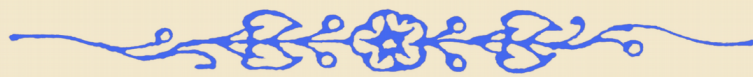
Dark World

A gloomy, near desertic world of cold plains and greyish castles inhabited by Fiend-Type Monsters, often demons, and rebellious human (mostly Warrior-Type Monsters) communities. Some say the Supreme King power is hidden among these keeps and the Ravenclaw archetype has also its quarters here. This land is also inhabited by Zombie-Type - mostly vampires - and Spellcaster-Type Monsters.

Synchro Junction

A Nazca-influenced world filled with endless highways where riders duel on their D-Wheel all the time under the supervision and protection of the legendary Stardust Dragon. Homeland of the Synchro Monsters, them and their minions are pretty common on their roads and temples. This dimension is also known for its Sky Temple, home of the said Stardust Dragon and Synchron / Warrior Monsters.





The Heats

A real fire place full of volcanos and lava pits, where no Monster but Fire Monsters can survive for long. The temperatures are insanely high and flames are burning all around. Some places can offer a little rest to find a way to resist these heats, but only Pyro-Type and Fire Monsters are actually able to really fit this land.

Neo Space

This odd place is mostly based on its native Monsters, the Neo Spacians. It is a patchwork of numerous satellite-sized plans based on many geographical territories, from islands to volcanos and dry grounds and floral gardens. Between them lies an endless space where all alien-themed Monsters of any Type and Attribute navigate and live. Neo Spacians has mastered the arts of Fusion Summon with their local hero Neos before he joined the Elemental HERO team; Fusion Monsters are naturally gathering here.

Waterworld

This place is a large ocean lying through all its parts, with archipelagos and ice caves all across the water. Aqua-Type, Sea-Serpent-Type, Fish-Type and often Water-Type Monsters adopted this place as an homeworld to live freely with no worries of

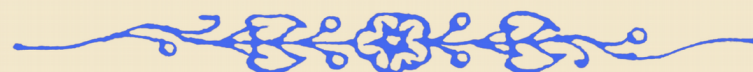
the limitation fixed by a life on the ground. Warrior-Type and Psychic-Types pirates are also pretty commons, so one has to worry since everybody is not granted to walk on the sea.

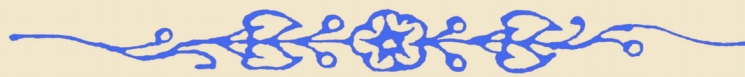
Numbers Dominion

Homeworld of the Numbers archetype and XYZ Monsters in general, this dimension is the result of the reunification of the Astral and Barian Worlds under Astral's (an homonymous duelist spirit) supervision. This world, filled with crystal palaces and harsh deserts, holds the legend of the demiurgic card Numeron Code under its crystal-blue and red-mixed sky. Thunder is raging in some places due to the rather instable nature of the reunification, and the Phantom Knights clan seems to have some interests here, for the best or the worst of this place.

Endless City

As its name says, this is an Endless City, filled with many heroes, merchants, and civilians. Superheroes are pretty commons with several teams watching each neighborhood, and human-like Monsters can live with robots, elves, aliens, goblins and such people. As every metropolis, this world is cosmopolitan and full of Monsters fleeing their unwanted fate to start again their afterlife.





Iced Wastelands

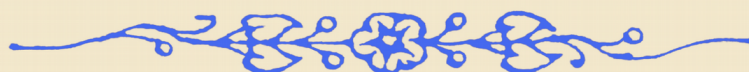
The frozen lands of despair, with huge iced carriers dug by low-level slaves and a merciless hierarchy rules these Monsters' society. Little is known about this realm.

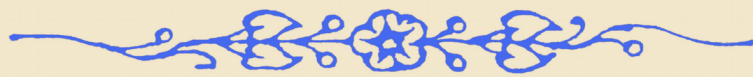
Cyberse Isles

The recently appeared Cyberse Isles is an archipelagos of a data-like sea mostly inhabited by Cyberse-Type Monsters, with a high minority of Psychic-Type and Spellcaster-Type Monsters. A virtual vibe surrounds the visitors and the realm itself is yet to be discovered.

The Underworld (Graveyard)

This realm is not an actual dimension *stricto sensu*, but rather the place where the defeated Monsters go and sometimes rests. A large amount of Zombie-Type Monsters wanders along this worldwide graveyard and a few portals exists to exit the realm. The only known gate is the one leading to Exodia's Shrine; it is safe to assume the best choice to exit this dark place is to be resurrected by a card effect.





Cards

Cards are the nerve of the gameplay and lore. Everything, from the game mechanics to the character's interactions, involve cards. There are 3 major card branch (Monster, Spell and Trap), each being divided into sub-branch. They can be used as equipment, attack moves, tricks, or backup.

Monster Cards

Similar to your character, the Monster Cards holds the spirit of a Monster, but dormant or wandering across the dimensions. There are the currently known sub-branches of Monster Cards :

Normal Monster

Normal Monsters are basic Monsters, without effects but with slightly higher statistics at equal step. This lack of effect can be used as an advantage with an efficient strategy, but a major part of the Monster community tend to evolve to an Effect Monster at least. Every PC freshly created begins as a Normal Monster and can choose to not become an Effect Monster after the Step 5. In that case, the PC gain +2 more Attribute Points to get per Step passed at Step 5, then at every marked Step (cf. Step Evolution Table for more informations).

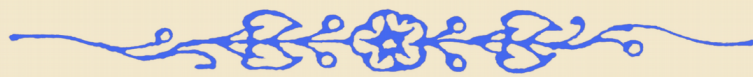
Effect Monster

Effect Monsters are Normal Monsters that evolved while developing an effect that grows at each step. Each effect is different, even if categories exists to classify them and help to understand how they can be used for each strategy. A Player Character cannot become an Effect Monster prior to the Step 5.

Fusion Monster

One of the 4 kind of Extra Monster category, Fusion Monsters come from two Monsters united with a Card effect (most of the time from Fusion Spell Cards). As every Extra Monster evolution, these Monsters feels both like a genuine individual being and the « other self » of – at least – one of its Material. But, being basically two being fused, it goes further than the other Extra Monsters and they have to cope further with this odd fact. Evolving to a Fusion Monster version means to grow a bond strong enough to make one evolve, and then it depends of the Fusion Effect used to make it work. But, as the most ancient Extra Evolution being, it is really efficient and well-known by the Monster Community.





Synchro Monster

Another one of the 4 kind of Extra Monster category, Synchro Monsters rely on Tuner Monsters to stay stable. Said Tuner Monsters (obviously) tune the other(s) Material Monster(s) to synchronize them all (hence the name Synchro) and they have far less identity issues than the Fusion Monsters, instead feeling like oddless beings, stabilized and keeping a fainter bond with their material. Evolving to a Synchro Monster version means to stabilize oneself and relying on Tuner Monsters to grow and evolve further. As an independant being or the evolution of a once less evolved Monsters, Synchro Monsters are being thay you can rely on.

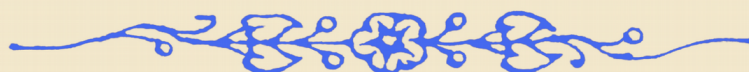
XYZ Monsters

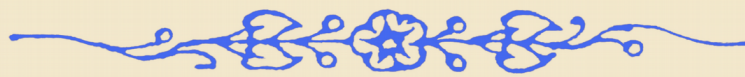
An odd name for one of the 4 kind of Extra Monsters category. XYZ Monsters differ from the other monsters (save the Link Monsters that are even more apart) by their feeling of being stangers, getting into a world by their Overlay Network granted by its material being attracted to oneself then. They don't really grow bonds with their material, rather some symbiotic dependance since their material grant them their effect use. No material left, no effect, but they are usually more powerful than the other Extra Monsters effects. For the effectless XYZ

Monsters, this is no issue since they only gain the XYZ advantages like the Ranks replacing the Levels, among other things. Evolving to a XYZ Monster version means to detach yourself from your very nature and evolving the way you want, not the way anything else want you to be. The Numbers, the most known clan of XYZ Monsters, seek answers for this issue and they are known for it, even possessing duelists too faint to handle their growing power. Who knows, maybe you'll become one of them ?

Link Monsters

The latest Extra Monsters category discovered, being the 4th and currently last one. These very contemporary Monsters somehow have a bond with networks and technology, where they were born, independantly of what they are (fairy tales folks, video game characters, performer). They often take the lead of battles and are natural leaders, but terrible defenders. You can think of them as spears, always percing the flaws of their ennemy's defenses but never used as walls to hide behind. Evolving to a Link Monster version means to act as a leader, or at least a guide or a scout, never afraid of going through the most dangerous things but not able to play more defensive.





Spell Cards

Spell Cards are ready-to-use Effect Cards with plenty of effects, apart from their sub-categories, which are :

Normal Spell Card

Often referred as « Spell Cards » for short, they are basic Spells that can be used once before getting consumed. They don't stay on the field during the encounter, nor they have a permanent effect, but they usually have fiercer effects to counter their flaws, and some of them can be used outside encounters.

Continuous Spell Card

Similar to the Normal Spell Cards, they differ by the fact they stay active after use as long as the encounter is not over and no effect has destroyed them.

Equipment Card

These cards can be used outside encounters to equip your Monster. They stay active as long as no effect destroys the card. You can equip up to 3 Equipment Cards to your character.

Trap Cards

Contrary to the Spell Cards, the effect of a Trap Card has to be triggered in order to activate. It makes them more defensive and tricky to use, but rather fierce while using them as a part of a well-rounded strategy. These are the sub-branches of Trap Cards :

Normal Trap Cards

Often referred as « Trap Cards » for short, they are basic Spells that can be triggered once before getting consumed. They don't stay on the field during the encounter, nor they have a permanent effect, but they usually have fiercer effects to counter their flaws, and some of them can be set outside encounters.

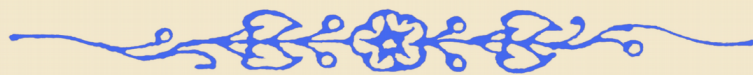
Continuous Trap Cards

Similar to the Normal Trap Cards, they differ by the fact they stay active after use as long as the encounter is not over and no effect has destroyed them.

Equipment Trap

Similar to the Equipment Card, but does not count for the limit of 3 Equipment Cards allowed per character and cannot be used outside of an encounter.





Gameplay Mechanics

Character's Evolution

Your character will not stay at its low-powered state forever. During the game, every PC will gain Experience Points (EXP), Cards to use (we will cover it later), and go through different evolutions, gaining effects and higher forms. With the EXP gained, your character will gain more steps, and then level and effects can be unlocked.

Experience Points :

You gain EXP each time you defeat enemies in an encounter (the cumulated EXP is then redistributed by the GM to every PC of the party), or by achieving a given quest. While the amount of EXP obtained by the latter may differ from one quest to another, the amount of EXP gained by battle will be covered in the GM's section of the book.

Gaining Steps :

Steps are the data that displays each Character's current power. Each step gained gives your character 10 Ability Points to spend freely, and you can unlock levels / ranks using 2 Ability Points. Here's the Step Evolution Table to relate to gain Steps :

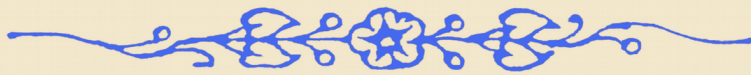
Step	Total EXP	Ability Unlocked
1	300	You are able to play the game.
2	750	N/A
3	1875	N/A
4	4687	N/A
5	11718	Effect Monster evolution unlocked
6	23436	N/A
7	46873	Effect Evolution granted / +2 AP*
8	70309	N/A
9	105464	N/A
10	210928	Extra Monster evolution unlocked
11	316392	N/A
12	474589	N/A
13	711883	Effect Evolution granted / +2 AP
14	1067825	N/A
15	1601738	Effect Evolution granted / +2 AP*
16	2402607	N/A
17	3603911	Effect Evolution granted / +2 AP*
18	6306844	N/A
19	11036977	Effect Evolution granted / +2 AP*
20	22073955	Legendary Fate unlocked

**: You have to stay a Normal Monster to gain the +2 Ability Points bonus.*

Summoning Mechanics

Summoning Monsters is a good way to improve your party's striking force. Actually, some Monsters makes it a speciality to lead lesser Monsters as their general or as a duelist, impersonating their human alter-ego. But sometimes, things are not that gloomy, and monsters can be genuinely





legit duelist and not insecure megalomaniacs.

In order to summon a Monster, you have to select one you own as a card during your turn in an encounter, then cast 1d12. The result have to be at least equal, or higher, than the Monster's Level or Rank.

To summon a Fusion Monster, you have to do it while using a Fusion effect and the material required by the Monster's card ;

To summon a Synchro Monster, you have to do it while consuming at least a Tuner Monster (which can be specific) among the material required by the Monster's card – the added Levels of the Material Monsters used have to be equal to the summoned Synchro Monster's Level ;

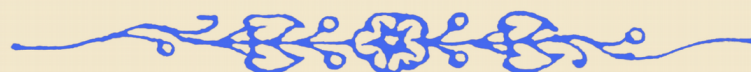
To summon an XYZ Monster, you have to do it while consuming the same-leveled Material Monsters required by the Monster's card and converting them as Overlay Material that defines the number of times you can use its effect – of course, the Material Monster's Levels have to be equal to the XYZ Monster's Rank ;

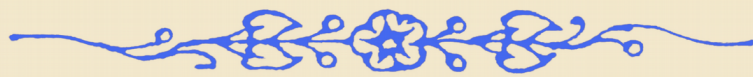
To summon a Link Monster, you have to do it while consuming the Material Monsters required by the Monster's card and counting a Link as 2 Levels (that means a 2 on a dice

will only count as one Link). If the result of the dice is an odd number, lower it to the closest even number.

Moving during an encounter

No actual rules has been established here for the Worldbuilding Jam version. So, the temporary rules establish that the Beast-Type and Machine-Type Monsters can move 8 tiles per turn, the Warrior-Type 6 tiles and the Spellcaster-Type 4 tiles.





Help for Game Masters

Maybe you are inexperienced, or you just need some advices for this brand new game you still discover. The rules are flexible enough to make you use them without feeling frustrated about its limitations. But sometimes, even you need to be guided and these are some recommendations to set up your first campaigns quick and efficiently !

Experience Reward management

Ok, this is a real bargain but, hey, here is a table you can rely on :

Monster's dangerousness	Reward calculation
Laughable	Its level / rank x50
Faint	Its level / rank x75
Average	Its level / rank x150
Fierce	Its level / rank x300
Legendary	Its level / rank x1000

Of course, due to their different management, Links are not displayed in the table. When you're involving a Link Monster into the battle, its Links count twice for each.

Items and Card Effects

Money exist into this world as well. As there are many way to gain it than there are GMs into our world, we will not discuss how we can use it.

Card effects are different. We can provide some Card Effect examples for some.

Axe of Despair	Equipment Card
Requirement	No other Card equipped.
Effect	Gain a Strength bonus of +10

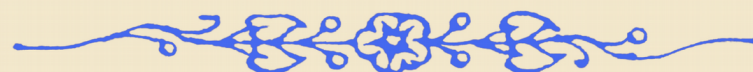
Polymerization	Spell Card
Requirement	None
Effect	Fuse two Monster Cards you own to summon a Fusion Monsters whose you own the Card.

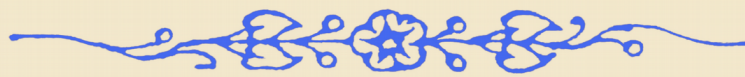
Converter	Trap Card
Requirement	A result of 15 at a d20 test
Effect	Gain health equal to the damage you should have received.

Monster's Guide

No Monster's Guide is available yet. We recommand you to use the following model to make your own monsters :

Your Monster's name	Your Monster's Card Category
Level / Rank / Link	<i>Its Level, Rank or Link</i>
Type	<i>Its Type</i>
Attribute	<i>Its Attribute</i>
Effect	<i>Its Effect, if the Monster has one.</i>





Epilogue

Fist, I apologize for the lack of content this book has. If it was a video game, it would be an Alpha version, like a 0.0.1; there is plenty of work to do that I couldn't do in only one month ~~and an added week~~. I'm currently working on it alone (save for the illustrations that were made by my ever-long partner), and although I really enjoy having a full control on its development, the height I have to carry on my shoulder sometimes feel really heavy, even for me. I thought I could handle more, but hey, I'm just a girl making an actual tabletop RPG herself !

Despite what was said above, I hope this jam version hyped your guts and gave you the will to see more of it. Even more, I hope you'll make some one-shots with it to give it an early shot ! This project is what gave me the courage to leave college and pursue my dream of being a game designer from my own merit. I made a long journey since the day, but I'm still on this road for a really long time. It is some really personal stuff I'm writing here, but I think it worth it, for I hope you'll be with me on this very road.

Regards.

~SK

