

Jenga Pseudo-Gauntlet

This is not a normal gauntlet, but instead a pseudo-gauntlet. This means that you'll still be stripped down to your body mod and you'll begin with 0 points.

However, as the content and rewards for this challenge are relatively trivial, there is no risk of your jump ending here. Instead, all you need to do is win 10 games (or more depending on drawbacks) and your time here will come to an end, ready for your next jump.

This jump will take place in a sterile white room with no windows and just a table just large enough and with enough chairs to host any number of players.

[+0=0]

Toggles:

Variants: There's the classic Jenga, but just like so many things Jenga is a beast with many many limbs. Instead of just playing the normal Jenga, you can choose to play any other variant of Jenga instead. You don't have to stick with any one variant, and can play a mix and match of whatever you want.

Players: By Default some random NPC's are generated to play the game with you. If you take this toggle you can instead choose specific copies of people to play against, or just play with your companions instead.

Other Games: This is the Jenga Jump, but maybe you're really not feeling the whole Jenga thing. This toggle simply allows you to replace Jenga with any other board game. The number of wins you'll need will scale with the length of the game, so you couldn't just say "Rock Paper Scissors" and bust out some quick wins.

Perks:

Ambidexterity [-200]

Pretty simple and straightforward, you'll now find that your equally capable in the use of both your hand, or all your "hands" should you have more than one hand or non-stand hand like things.

Steady Hands [-200]

Your hands are upgraded, now able to stay perfectly still and move with the skill, precision, and dexterity to rival that of a veteran Surgeon.

Critical Vision [-200]

This perk you perceive and feel out the weak point(s) in either a physical thing, being, concept, etc. and does so in order for you to avoid or repair this weakness.

Mind Games [-200]

It's true for all things that half the battle is in the mind. You are now able to better manipulate, deceive, trick, or distract other people.

Creativity [-200]

A mind open to possibilities is a wonderful thing. Your creativity is boosted, not only allowing you to be more spontaneous when trying to come up with ideas, but also allows you to better cross-reference and combine disparate ideas together.

Iron Will [-200]

If a game goes long enough, it can become more akin to bomb defusal than a fun time. This perk improves your will, allowing you to cleanly take decisive action during tense or otherwise dangerous times.

Balance [-200]

This does three things. It boosts your personal sense of balance, it boosts your hand-eye coordination, and it allows you to combine both those skills to better balance things you hold or touch.

Strategy [-200]

From the lowest game to the grandest war, strategy is a means to achieve victory. You are now much more skilled in the realm of planning and forming long term plans based on the information currently available to you.

Subtlety [-200]

Beyond all else, if your moves are seen through then you're a sitting duck. This perk not only gives you a solid poker face, but allows you to move more stealthily and hide your intentions.

Scientific Mind [-200]

Jenga is at its heart a game of numbers, and now you can see through the code. You now have a mind with an aptitude for the sciences and math, and further you can better apply your knowledge directly. You could calculate the force and structure needed to properly pull out a tough piece in the tower.

Rules lawyer [-200]

Games are often won and lost not when played, but before they even start. Your mind is now able to better digest and sift through rules to find the best ways to either work within the confines set out, or work around and game the rules to subvert them.

Muscle Memory [-200]

Sometimes, victory is all about finding that sweet spot and then going back to that well over and over again. This perk improves your muscle memory, allow you to more solidly imprint certain actions over a lesser number of repetitions.

Quick Reflexes [-200]

Think fast! Your reflexes are now at least the peak seen in humans, and can improve by up to 4 times depending on how tense or dire the situation is.

Items:

Jenga Swag-Bag [free]

A Jenga Themed tote-bag that holds inside it a variety of Jenga themed merchandising. Includes a water bottle, snuggy, flame thrower, box of chocolates (playable), whistle, fidget spinner, and small bottle of liquor.

Come up with at least 5, but no more than 10, cheap and petty items to be included in this Swag-Bag.

Anything edible is forever fresh and replenishes after each time you play 10 games of Jenga.
Everything else is ever repaired and always clean.

Record Keeper [free]

This book or tablet keeps track of every game played within this room. It not only covers who played and the winner, but also any relevant stat or detail that could be gleaned from observing the game.

This can be cloned by placing it above a blank book or tablet and then clapping your hands while saying clone. Any cloned books will perform the same, but can be taken out of the room and used elsewhere to keep track of any game played in the same room as it.

Jenga set(s) [free/-X00]

You knew this was coming. You'll receive a version of every variation of Jenga, with more being added should one be released, exist in a new jump, or designed by you or one of your companions. Every one of these sets is unbreakable and can reset and clean up itself on its own. Comes with a nifty shelf that automatically organizes the games to your desire, and then automatically delivers a game to you anywhere in the warehouse on request.

Should you have taken the "*Other Games*" Toggle, or just want more out of this then a complete set of Jenga, then you may spend 50 points to instead get this same item set for another board game (includes another the shelf for each purchase). May be Taken multiple times.

Both these options also give you complete aesthetic control over the game, meaning you can change the color, style, theme, etc. as long as it's purely a visual change.

The Rumpus Room [free]

This might just be another room out of many you might pick up on your travels, but its still a nice hang out spot that is capable of hosting any number of people. The following options can be purchased to augment the room.

Inside [-50]

This allows you to change the relative shape and size of the room, summon furnishings into the room, alter the color and make-up of any surface or object residing within, and ensure that everything will remain clean and repaired within.

Outside [-50]

This adds the ability for you to place windows of any size or variety onto any of the sides of the room, and then you can display any environment and scenery through those windows. Regardless of the view,

you may also control the air that comes in through the opening of the windows, though of course nothing can enter or exist the open frame, unless this is taken with “*Physical Manifestation*”, which also gives you control of what the exterior of the room looks like.

Amenities/QOL [-50]

Adds a good-sized fridge & pantry which will always have enough good quality drinks, snacks, and junk food that will be guaranteed to have something for everyone within. Makes every seat and piece of furniture in the room more comfortable and accommodates for any body shape, size, or constitution. Any electronic device recharges automatically in this room. The temp will individually feel ideal for each person and the same goes for lighting. Voices can be heard clearly but not overwhelmingly so across any distance, but also conversations not meant for the whole room can only be heard by those who are intended to hear what’s said.

Also you may choose 2 additional features or modifiers to add on the level of those described above.

Physical manifestation [-50]

This option allows you to manifest this room as an edition to any property you own, otherwise without buying this the room is warehouse locked.

Drawbacks:

Player Difficulty [+200/400/600]

The base level of skill and ability for the NPC’s are the same as yours before taking this doc into account. This drawback adds three levels of difficulty onto them.

For +200 they are now as difficult as if there was a Pro Jenga Player

For +400 they are now as difficult as if that Pro had half the perks in this doc

For +600 they are now as difficult as if that Pro had all the perks in this doc

If you’re playing with non-standard NPC’s or your companions, then all of this is temporarily applied on top of their existing skills for the duration of this jump.

Number of wins needed [+200/400/600]

By Default you need ten wins, not that much relatively speaking.

For +200 you’ll need 1000 wins

For +400 you’ll need 10,000 wins

For +600 you’ll need 100,000 wins

Environmental Hazards [+200/400/600]

This is meant to be a relatively calming jump, but maybe points are worth your peace of mind

For +200 the room is just plain uncomfortable and annoying to be in

For +400 you have the previous tier and the room is mildly shaking

For +600 you have the two previous tiers and the floor is lava

Physical Complications [+200/400/600/800/1000/1200]

If Environmental Hazards aren't your bag, then maybe physical difficulties will be more up your alley

For +200 your hands mildly shake

For +200 you lose ability in one Leg, or +400 total if you lose both

For +400 you lose ability in one arm, or +800 total if you lose both { *Cannot be taken with Shaky Hands* }

Ending:

Topple the Tower: Going out on a bang, time to head back home to your original world.

Clean Up: You've probably played more than enough games inside for the time being, on to the next great adventure!

Notes:

- Version 1.0:
First Release