



BRAID

2. Time and Origin



The Hero

Free, no discounts

You are the hero, who else would be? It is your job to slay the monsters, rescue the princess, and live happily ever after. No matter where you look, the princess always turns out to be somewhere else. It's only a matter of time before you catch up, and time is certainly on your side.

The Princess

Free, no discounts

You are the princess, and you are in danger. A madman has been carving a bloody path through the kingdom out of delusional possessiveness towards you. That self-proclaimed "Hero" may be determined, but so are you. They will never lay their hands on you and survive to tell the tale.

The Monster

Free, no discounts

You are the monster, one of them anyways. You're a rabbit with a flower on their back, a plant in a pipe, a head with feet, or something similarly surreal. You exist to impede others. That was your original goal, but you got curious one day, and decided to abandon your post to explore the world yourself.

3. Time and Suffering



A World of Me

Gain 100 Choice Points

You possess an inflated ego that impedes your ability to acknowledge your failings. This reaches the extreme of distorting your memories to retroactively place you as the victim or hero of any situation. Cracks in the delusion may appear rarely, but that doesn't make the truth any more pleasant.

Advanced AI

Gain 100 Choice Points

Are you imagining things, or did all the other enemies develop X-Ray vision while you weren't looking? They can now see you from much farther away. While they're no more mobile than before, they seem to be more intelligent, planning ambushes and generally being as uncooperative as possible.

A Story About Time

Gain 100 Choice Points, Can be taken thrice

Ordinarily, you'd have to navigate 6 worlds with 4-8 levels that take a few hours each to complete. With each purchase, you may choose to multiply the number of worlds and puzzle pieces, the number of stars and average amount of levels per world, or the time needed to get all collectables in a level, by 10.

Boxed In

Gain 200 Choice Points

I'm sure you've heard the old "definition of insanity" cliché. The exact origin of that quote is debatable, but it fits you perfectly. You are what some might call "stupid", or just stupidly stubborn. You struggle to think outside the box, and it takes you far, far more attempts than any sane individual to even consider that you might need to try a different approach to a given task.

Hop Man

Gain 200 Choice Points

Those tiny legs aren't just to look cute. Your jumps are absolutely pathetic. Considering how much of this world is structured around platforming, this is a problem. This world will accommodate you just enough for each puzzle to be theoretically completable by you, but no more than absolutely necessary, so expect to do a lot of extremely slow and exhausting climbing.

Clingy Shadow

Gain 200 Choice Points

Identified by a distinct purple glow around your Shadow, you are closely bound to a version of yourself in another timeline. Unfortunately, you are so closely bound that neither can move independently, and damage is shared. Meaning that obstructions in either timeline will impede both of you, and damage from "Shadowed" sources does twice as much harm to both of you.

Sons of Bitches

Gain 300 Choice Points

Just because one works hard for a goal does not inherently make that goal good. You are mindlessly obsessed with accomplishing some objective that will inevitably destroy you. The invention of a terrible weapon, reclaiming a past flame regardless of their will. Succeeding will destroy you, both metaphorically and literally, but no matter how many times you burn up in nuclear flames, you keep telling yourself that “it’ll be different this time”.

No Escape

Gain 300 Choice Points

What did you do to slight this self-centered ginger? A well-dressed man by the name of Tim seems to loathe you for unclear reasons. They are able to rewind time as they please and will use that and their seemingly infinite determination to trap you, interfere with your goals, and generally make your time here as unpleasant as possible. If for some reason your permanent death is on the table, they will naturally seek to achieve that as well.

Lemming

Gain 300 Choice Points

What do you and the Monstars of this world have in common? If nothing else, you both completely lack a sense of self preservation. You refuse to take even the most basic precautions against readily apparent danger unless it directly bars you from your current external objective, if you have any. It’s not like you don’t feel it when you walk into a pit of flaming spikes, but jumping over it just feels like too much effort for something as silly as “survival”.

Muddled Message

Gain 1000 Choice Points

*Some people just can’t let go of the past. You retain all your power and equipment from your Chain up to this point. This is not without consequence. Death will spell the end of your Chain. You are also barred from the **Scenario** and all **General Perks**, including the free version of **Time and Forgiveness**.*

4. Time and Strength

4-1. General Perks



Time and Creation

No cost, no discounts

There's no denying this world is a feast for the eyes and ears. In future worlds, you may choose to apply this painterly art style and elegant soundtrack onto the reality around you at will, and nobody will notice anything amiss.

Time and Forgiveness

Free for this Gauntlet or pay 1000 CP to keep, no discounts

Through an exertion of will, you are able to Pause, Rewind, or Fast-Forward time. Pause stops time for both your body and the world, making it good for little more than giving yourself time to think in most circumstances. Rewind reverses time, allowing you to undo any mistake. If you go back too far, you can use Fast-Forward to move time forward, but cannot accelerate time past the point you began the Rewind. Rewind and Fast-Forward can progress anywhere from 1-8 times normal speed. These abilities can be used infinitely without consuming any type of energy or resource.

During this Gauntlet, time will automatically Pause at the moment of death, allowing you to Rewind, making permanent death functionally impossible. In future worlds, this will only save you once per jump until post-spark, requiring it to always be a conscious choice to Rewind. Rewind cannot be used to reverse time past the starting point of a jump until post-spark.

Time and Decision

Pay 400 CP, discount with Shadowy Thief

In future jumps, you will be able to identify beings, objects, and structures that exist across multiple timelines by a purple aura around their silhouette. You'll discover that such existences are far more common than you'd expect. Your own Shadow is able to separate and interact with these "Shadowed" items and beings. This can manifest in one of two ways, chosen at the start of a jump. Either your Shadow is a figment of your own time distortions, such as actions you took before reversing time, or from timelines you've never directly been to, who also have this ability. They wish to see you succeed but cannot be directly controlled or communicated with. These Shadows can only interact with your timeline for a few seconds at a time, but there's no reason you can't keep calling them. Can be changed at will post-Spark.

Time and Mystery

Pay 400 CP, discount with Glowing Thief

A potent attribute that is both high risk and high reward. At the start of each jump, you may choose to render yourself immune to all time-manipulating effects, for good or ill. This can be identified by a green Glow around you that can only be seen by you and others with inhuman awareness of the fabric of spacetime. As mentioned, this Glow immunizes you to any efforts to alter your personal time. You can't be aged to death or caught in a time loop. If others manipulate time in your vicinity, your personal time will "sync" to theirs. This is a double-edged sword, as the Glow doesn't distinguish between harmful and beneficial time manipulation, meaning you can't rewind time to revive yourself, or undo aging (assuming you naturally age) while the Glow is active. The Glow can be enabled and disabled at will post-Spark.

Time and Place

Pay 600 CP, discount with Time and Forgiveness (Purchased)

This is... certainly something. After this jump, you may activate a peculiar effect a maximum of seven times per jump. Upon activating the effect, you must choose a direction for this ability to orient itself to. The progress of time is synched to your movement relative to this direction. Move away and time reverses, move towards and time moves forward, stand still and time stops. This effect will persist for the next 24 hours, relative to the outside world, so reversing or stopping time will affect that timer as appropriate. Post-Spark, you can enable, disable, and change the direction of this effect at will.

Time and Second Chances

Pay 600 CP, discount with Time and Forgiveness (Purchased)

Now things are getting trippy. Four times per jump, you may choose to re-experience a day “backwards”. This causes time to flow in reverse for the previous 24 hours. Unlike normal Rewind, your personal time isn’t reversed, allowing you to move and interact with the world freely until the effect ends and time is accelerated back to the present. Small changes won’t have major consequences, but anything that would leave you without a reason for activating this power in the first place will cause a paradox-fueled nuclear explosion. Post-Spark you may reverse as many days as you like.

4-2. Hero Perks



One Shot

Pay 100 CP, free for Hero

After a life full of regret, you've developed a feel for when you're about to make a mistake you won't be able to take back. Whether a cruel comment will lead to a relationship's collapse, or if solving a puzzle will make a collectable unobtainable. This sense can be smothered by emotional extremes.

Better Days

Pay 100 CP, free for Hero

It's human nature to want to return to the past, where things were so much simpler. You can easily build an idealized image of the past in the minds of others, one that conveniently brushes over all the bad times. You'd be surprised at the foolish choices one will make to pursue a false history.

Jumping Man

Pay 200 CP, discounted for Hero

Jumping is a surprisingly effective form of combat. Jumping on an enemy will provide a physically implausible height boost. You'll also find anything even vaguely resembling a "jump" from above will deal significant damage, even if you're just slowly lowering yourself onto an enemy from a ladder.

Replay Value

Pay 200 CP, discounted for Hero

Fighting your way through legions of monsters is a lot less heroic when words like "genocide" hang in the air. Nature has an odd way of almost instantly repairing the ecological damage of your adventures. Wild beasts repopulate, burnt plants heal, craters fill themselves in, seemingly as soon as you leave.

Games as Art

Pay 400 CP, discounted for Hero

Who can say where the boundary between art and reality lies? You have the ability to interact with works of art in logic-defying ways. Perhaps you can use the table in a painting as a physical platform or orient the images in such a way that it manifests a particular item into reality. As long as 100% of your attention is devoted to interacting with the art, time around you is stopped.

Fast Forward

Pay 400 CP, discounted for Hero

Sometimes the path forward requires a few detours. Completing “side quests” seems to cause a path towards your primary goal to manifest. This can even apply retroactively, if your goal happens to involve time travel. Maybe collecting those stars spawns a lever in the past to help you reach the princess, or all those fetch quests cause a bridge to be built before you even started.

World 1

Pay 600 CP, discounted for Hero

I suppose that’s one way to procrastinate. At the start of each jump, you have the option to relocate the first 1/10th of your time in that jump to the very end. You are able to experience this 1/10th with all the knowledge and abilities you’d gained from the rest of the Chain. Small changes to the past are fine, but anything that would result in major alterations will result in a point-blank paradox-fueled atomic explosion. Yes, this will be confusing.

Shadowy Thief

Pay 600 CP, discounted for Hero

Well, I suppose somebody had to be making all these. You possess the ability to enchant items, structures, or simple creatures with “Shadow”. This links the target across timelines, this means interacting with them in one timeline will be reflected in others. Though, one can be separated from their Shadow under the right circumstances. This is most useful with the ability to create said timelines, but I’m sure you’ll find more use-cases with some creativity.

4-3. Princess Perks



The Damsel

Pay 100 CP, free for Princess

People can't seem to keep you out of their minds. Those who care about you, care about you ALOT. While dating, you're all they can think about, when in danger, they take little convincing to attempt a rescue. Certain personalities may twist these desires closer to obsession than consideration, but such is life.

Hidden Lore

Pay 100 CP, free for Princess

The written word can be used to conceal as easily as it reveals. You are able to enchant books you write to say one thing if read normally, but something else entirely if certain conditions are met, like a magic word or action, or you could just exclude anyone who meets certain physical description.

In Distress

Pay 200 CP, discounted for Princess

Maybe it's the chill in the air, the smell of blood, or just the screams of Monstars. Whenever you know someone dangerous is pursuing you, you're able to sense their approach a few minutes in advance. This doesn't work while asleep, but you'll wake up once they get within a couple meters of you.

My Hero

Pay 200 CP, discounted for Princess

When you're in need of a hero, one is rarely far away. Those you trust and who care about you have an uncanny ability to show up at the last second to help you escape or fight off an unexpected threat, even if it makes no sense for them to be there, let alone show up fully armored in the middle of the night.

Stage Builder

Pay 400 CP, discounted for Princess

Well someone has to build all these platforming puzzles, so why not you? You are privy to the construction techniques behind many of the structures in this world. Platforms suspended mid-air, levers with no apparent connection to the mechanism they control, solid clouds, etc. This won't assist with creating the more actively hostile structures in this world like cannons or spike traps.

Princess Song

Pay 400 CP, discounted for Princess

To attack you is to make the land itself your enemy. You are able to enchant nature within a mile or two of your current residence to be far more hostile to unwanted intruders, while letting your allies safely pass. Animals become more aggressive, plants grow sharp spikes, even inanimate structures become more perilous to navigate. Effect lingers for only a few days in your absence.

Unobtainable

Pay 600 CP, discounted for Princess

What's a story without a little plot contrivance? Fate seems to have your back proportionately to how much of an advantage an enemy holds over you. You can trick an enemy who can see the future or outrun a foe who can control time. This perk only applies if the opponent holds a significant advantage over you, even accounting for your otherworldly abilities. If those conditions are met, this will impede them from leveraging said advantage to its fullest.

Ending Thief

Pay 600 CP, discounted for Princess

Some connections just aren't meant to be. Once per jump, you may mark a person as "incompatible" with you. Should they make physical contact with you, it will trigger a point-blank nuclear explosion that this perk regrettably doesn't provide you immunity to. They won't even be able to touch you in their own dreams or fantasies without imagining such a reaction. Be mindful not to use this on someone with extreme self-destructive tendencies.

4-4. Monster Perks



Offscreen Explorer

Pay 100 CP, free for Monster

Who even knows how the Monstars end up half the places they do. You. You know, because you can do it too. As long as nobody is observing you, you are able to climb up and crawl through places that make zero physiological sense. Even the lack of opposable thumbs, or hands, is a minor inconvenience.

Broken Mirror

Pay 100 CP, free for Monster

You may not look exactly the same, but your enemies can't help but see themselves in you. More specifically, their worst self, the kind of monster they're scared of becoming or that they've already become. This is toggleable, as it's equally likely to trigger murderous rage as paralyzing despair.

Unacceptable Losses

Pay 200 CP, discount for Monster

When crossing paths with individuals with the means to control time and space, you often meet under circumstances where using this ability to harm you is actively and obviously to their detriment. Maybe they need you alive to open a door, or your corpse will jam a machine they need to use, etc.

Gatekeeper

Pay 200 CP, discount for Monster

Crafting doors is your specialty. You always know the perfect spot to place a freestanding door to block off an area, and the techniques to create keys that break after exactly one use. You can even create doors tied to 6 of your minions that only open once they're all simultaneously dead.

The Boss

Pay 400 CP, discount for Monster

You are a boss. In simple terms, this means your form here is far larger and stronger than most monsters. In addition, you can fire a rapid volley of small, slow-moving meteors out of your mouth. You can do this infinitely, and can aim them with pinpoint accuracy, even to hit an enemy that's behind you... somehow. Be aware that your bigger body makes you a bigger target.

Heart Container

Pay 400 CP, discount for Monster

Ah, the magic of abstract game mechanics. You are able to switch over your more conventional form of "health" into one based on "hearts". Simply put, any attack, no matter how strong or weak, will take exactly one of your five hearts. No more, no less. Lose all hearts and you die. You can change back any time you aren't currently in combat. See *Notes* for more details.

Bombs Away

Pay 600 CP, discount for Monster

You are an expert on recreating the more hostile forces in this world. Such as perpetually burning spike pits, violent plants hiding in pipes, or carnivorous rabbits disguised as flowers. You can even create cannons that can be installed anywhere, even mid-air, and can spit out either Monstars, small meteors, or cloud platforms. Each cannon can only output one type of item/creature but doesn't require any additional fuel or ammo once created.

Glowing Thief

Pay 600 CP, discount for Monster

I suppose it makes sense somebody was making these. You possess the ability to enchant items, structures, or simple creatures with "Glow". Glow renders the target immune to any attempts to alter its subjective time. Even if all time is stopped, the Glowing item/entity will be able to move as if "synched" with the one manipulating time. You can even create platforms that temporarily bestow the "Glow" to those who stand on it. See *Notes* for more details.

5. Time and Possessions



The House

No cost, no discounts

A tiny house with an excessive amount of wallspace devoted to displaying the puzzle pieces you collected in each World here. In this Jump it'll act as your hub between Worlds. Elsewhere, it's just a tiny house owned by you.

The Entrance

No cost, no discounts

In the gaps between dreams, you'll find rooms made of solid clouds. Within the rooms are books containing hints for your immediate future that are far less useful for tangible problems than they are for personal revelations.

The Stars

No cost or 100 CP, no discounts

In this world you'll find a constellation that can always be seen in the sky. Collecting the hidden stars will fill out the constellation, which will reveal a depiction of the constellation's namesake when complete. Whether you complete it or not, this constellation can be seen in the sky of all future jumps.

For an extra 100 CP, you can collect hidden stars in future jumps to fill out more constellations. Before long the sky will be full of a constellation for each Jump. Collecting all the stars in a jump will provide a slight boost to your good fortune for the rest of that jump, especially during pivotal moments. Failing to finish it will leave it in the sky anyway as a constant reminder.

Vertical Protection

Costs 100 CP, no discounts

The perfect accessory for those always paranoid about people dropping conveniently placed chandeliers on their head. This metal helmet has five large horns protruding from it to both protect you and skewer anyone foolish enough to attack from above. This is far from indestructible, and only defends against attacks from above, but it's better to have it than not have it.

Greeter

Costs 100 CP, no discounts

A pack of five loyal tyrannosaurus... plushie... things. They're no good in a fight, or labor, or math, but they're endlessly patient and have a way with words. You can trust them to deliver messages to a distant recipient or just station them at one of your properties to ward away any unwanted guests. Their inoffensive appearance makes them unlikely to be attacked.

Rule of Threes

Costs 100 CP, no discounts

Most puzzles have one or two intended solutions with only so much wiggle room, until now. You receive a ring of three keys you may carry with you. Each key can open any door with a keyhole but breaks after a single use. If used wisely, these can basically allow you to skip three puzzles here. These keys all possess the *Glow*, meaning they can't be repaired by Rewinding time.

Monstars

Costs 100 CP, no discounts

In case you wanted some extra company. You may take a group of 6 basic enemies or one boss with you as followers. You can choose what type of enemy each is, although they're unusually docile, at least to you. They each have their own personalities once you get to know them, but they're still not that bright, so it may take time to notice the differences.

De-Synch

Costs 200 CP, no discounts, can be purchased multiple times

*You may choose a single item or structure and permanently apply either the **Glow** or **Shadow** effect to them, rendering it immune to time manipulation or able to exist between alternate timelines you create respectively. If you choose to import a pre-existing item with this and you didn't take **Muddled Message**, you won't see the benefits of this purchase until post-jump.*

Another Castle

Costs 200 CP, no discounts, can be purchased multiple times

A tiny castle. Dare I say impossibly tiny, barely the size of a small house from the outside, but much larger inside. With that said, the true worth of this home is shown when you aren't around. When someone is looking for you, until they can confirm your absence with your own eyes, they will become unshakably convinced that you're in this castle. Perfect for stalling pursuers.

Time and Destruction

*400 CP, discount with **Ending Thief***

The symbol of mankind's greatest mistakes. The atomic bomb: a weapon of mass destruction, and now you own one. This is much smaller and more stylized than most nuclear weapons in the real world, but the destruction it causes is equal to the real deal. If you ever decide to use this, all the suffering that follows is on your head. Replaced at the start of each Jump if used.

6. Time and Endings

6-1. Ending Options



Nothing Happened – Go Home

You deny your failings, your flaws, your guilt, and run away from it all. That said, if the contents of one's life bring them misery, perhaps it's only sensible to distance oneself from the source. You return home, once and for all.

It's All Your Fault – Stay Here

You were unable to learn, unable to change. It was so much easier to pretend that nothing needed to change, or if it did then it was someone else's responsibility. You will stay here in the dream, living in blissful ignorance.

I'm Sorry – Move On

You faced your worst self, the past that can never be changed, and made it a part of yourself. This revelation will become a memory, which will become a lesson you can carry with you into whatever world you find yourself in next.

6-2. Notes

Jump by Gene

Unless you take **No Escape**, you are the only one running around with time rewinding. Although if you take **Muddled Message**, then you may choose to spend the Jump specifically in Tim's dream, where he'll be running around.

What I've gleaned from interviews with Jonathan Blow is that he actively resents his games being understood. He seems to see the search for meaning as the meaning in itself. He hates it when people ignore the symbolism entirely, but also when people believe they've solved the mystery, because both result in a premature end to said search. His games are meant to be incomprehensible, because people asking questions without ever arriving at a concrete answer makes Blow's artist boner hard.

I think the core narrative of Braid is pretty simple: Tim was an asshole, he ruined his marriage, he dreams up an ideal world that constantly calls back to simpler times while freeing him from the consequences of his own mistakes. I think everything else is just Blow trying to stuff every single musing he's ever had even vaguely related to the concept of time wherever they would fit.

Regarding **Heart Container**, regeneration or similar abilities will be modified to accommodate this system. So instead of healing gradually, you'd just regain one of your lost hearts in the time it would normally take to regenerate that much damage. Use your own judgment for any weird edge cases.

Regarding **Glowing Thief**. I couldn't fit it into the description, but if a being with **Glow** has the ability to manipulate time, they retain that ability, but are rendered immune to any effects that affect them directly, if there were any.

1. Time and Beginnings

1-1. Introduction



Time...

What a cruel concept. Only ever moving forward, never waiting for those who fall behind or take a wrong step. No matter how one is wronged by time, it is absolute. It cannot be stopped, or reversed, or slowed, or anything of the sort.

Time cannot be reasoned with... but what if it could?

This is a dream, or maybe it's a metaphor, or maybe it's a video game, or maybe it's just very strange. In this place, there are knights, monsters, princesses, strange plush dinosaur people. More importantly, this is a world where time can change to suit the individual, not the other way around.

Regrettably, even if the past can be changed in here, there are other places where it cannot be, and those other places have a way of bleeding into this one. Vague hints to the past you could not change.

This is not the story of Tim or the princess that escaped his grasp. This is the story of you, Jumper. A story of your regrets and cravings for simpler times, where all a hero needed was to jump on a few turtles and grab some stars to obtain the princess, no matter how many times they were in another castle.

You receive no Choice Points and retain no outside powers or items.

1-2. Scenario



As mentioned before, this is your world Jumper. Naturally that means this world holds completely new challenges from those the likes of Tim would face. As your experiences carry quite a bit more weight than someone like Tim, your journey will be expanded to reflect that.

*Barring **drawbacks** to expand it farther, your quest spans 6 worlds filled with 4-8 levels. Each level is filled with enemies to defeat or avoid and puzzles you must solve with your ability to manipulate time. New worlds are unlocked by collecting puzzle pieces in the previous world. Each world takes about a day or two to complete, unless you get really stuck. Good thing you probably don't have to worry about food or water in a dream.*

You will find 8 well-hidden Stars throughout your journey and collecting them all may pose a challenge even greater than all the puzzle pieces.

On your journey, you will be challenged by an adversary who, despite lacking any ability to manipulate time and thereby being at an absurd disadvantage, consistently manages to interfere with you in situations where you cannot permanently kill them if you wish to progress.

Every Origin has their individual goals and opposition. Simply finishing all the worlds will count as a victory, but for the full reward you must succeed in your Origin's personal goal, which invariably requires you to collect every Star to even be possible to achieve.

As a Hero, you must “rescue” the Princess, and are opposed by a strong and charismatic prince who always seems to outshine you in the eyes of others and sees it as their duty to protect the Princess from you.

As a Princess, you must flee from and delay the advance of a crazed stalker who has deluded themselves into believing you belong to them. Your goal is to force your stalker to finally give up their selfish pursuit.

As a Monster, it was the kindness of the Princess who inspired your journey, so you’ve decided to help protect her from harm. As for your enemy, well, pretty much anyone who would try to lay their hands on her.

Should you succeed in beating every world, then your reward is this world itself. You will be able to enter it within your dreams in future worlds, though the version you enter will focus less on your personal guilt and more on fun time puzzles. You even retain the ability to control time within dreamworlds, but only within dreamworlds. For whatever reason no method will allow you to use it to affect reality. You also receive 300 CP to spend as you please.

*Should you succeed in collecting every star and accomplishing your goal, then aside from an additional 300 CP, your reward is either Acceptance or **Denial**:*

Acceptance – By facing your regrets and self-deception head-on, your own memory has become perfectly objective. Your recollection of events cannot be retroactively distorted by you or anyone else, acting as a 1:1 recording of events, for better or worse. Not immune to losing memories wholesale.

***Denial** – These worlds tried to tie you down to the past, but you chose to seek out a bright future. You are able to freely create, edit, or delete your own memories. Of course, there's a risk of being unable to retrieve the original form of altered memories, but why lose sleep over a long gone past?*