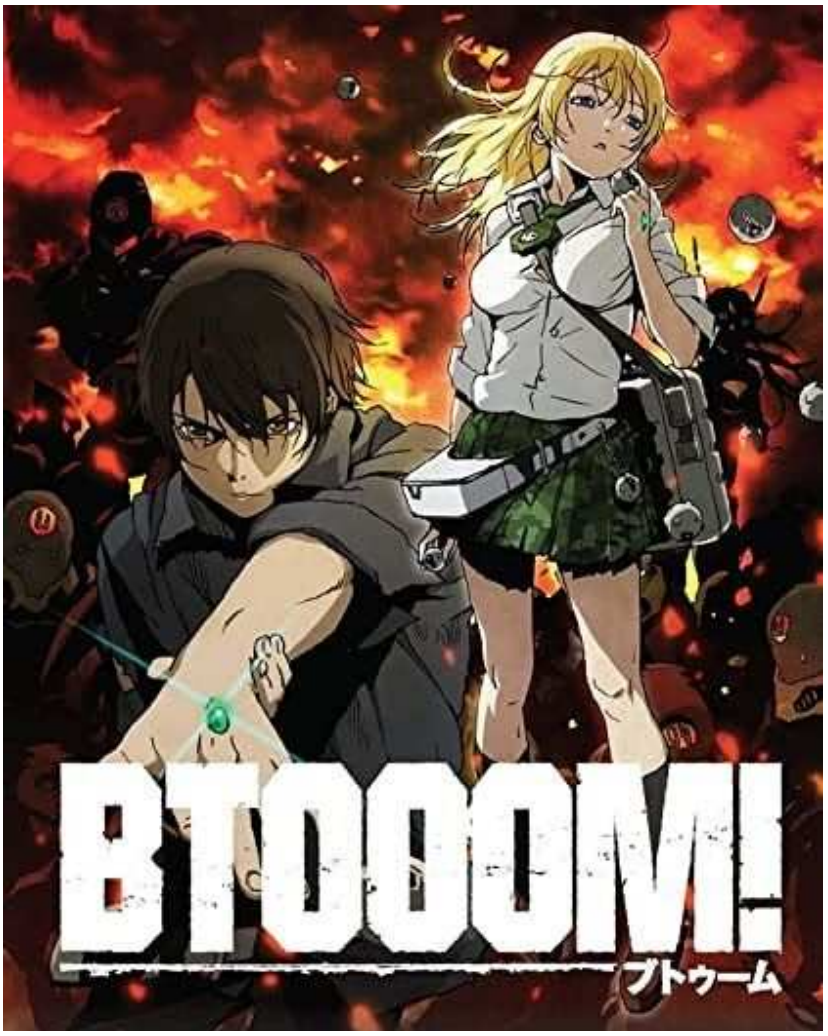


BTOOOM! Gauntlet
by Ferrlovskar

Welcome to the world of BTOOOM! You will spend your time on a tropical island and be forced to participate in a deadly free for all where the “players” will have to kill each other with the bombs they are provided with. Each contestant, numbering around 32 in total or 33 with you now, has an IC chip inserted into their left hand and to be able to leave this island, or finish the Gauntlet in your case, they will have to collect a total number of 8 of these chips, meaning that they will need at least seven other people to die before they are free.

The company behind this horrible death game, Tyrannos Japan, has cameras set up all around the island, to record and watch the events for their enjoyment and to stop the contestant from breaking the “rules” of the game or trying to subvert its purpose. A thing to note is that the people sent here were also people who were nominated by those they had wronged, some even nominated by their close friends or family, and as such many here will be criminals or murderous psychopaths who will easily acclimate to or even delight in these new and dangerous circumstances! Whether your ending is Light or Dark depends on your choices and actions here but sadly enough you will have to take Drawbacks to gain any CP to spend.

+0 CP

Drawbacks

'T' is for Trauma: +100 CP
Before coming here you went through quite the traumatic event. You will have issues with self-doubt, nightmares and more during your stay (having to kill other people to survive probably won't help) and you will probably need another's influence to get over it completely.

Komodo Bait: +100 CP
You seem to have a special scent that attracts the attention of many wild animals and insects living around here. While mosquito bites will mostly bother you the dangerous wildlife like the komodo dragons can pause a real danger, or just be a constant source of wasteful expenditure concerning your stock of BIMs.

'B' is for Battlefield: +200 CP
While you normally could try to huddle up somewhere and wait for the others to kill themself this Drawback ensures that you will be caught up in a battle involving at least three other contestants once every other day.

Grudge: +200 CP
A randomly chosen contestant hates your guts and is gunning for you from the start. Despite who they were before they are at peace with the idea of killing you and are actively looking forward to the chance. Good luck figuring out who it is in this cruel game (won't be anyone you buy as a Canon Companion option). They will also be granted luck to survive and find you time and time again. The only time their life is ever really in danger is when facing you or your allies. Can pick this up to three times.

'M' is for Maimed: +300 CP
You have suffered the loss of either a hand, a foot or an eye. On this island of the survival of the fittest you will need to work extra hard to keep up with your competitors.

Temporary Amnesia: +300 CP
Someone must have hit you pretty hard in the head for this to happen! You wake up on the island with no memories of how you got there, meaning your last memories will be from the last jump/your previous life. You will regain your memories in a couple of days, though suffering a few serious headaches along the way, but before that the chance of being caught unaware by another contestant is a risk you will have to deal with.

Young Killer: +400 CP
You have the body of a fourteen years old. Your physical abilities are weaker than most other contestants and you are also more prone to emotional tantrums and general imbalance compared to the adults you are facing.

***Ghosts of the Past**: +400 CP
It seems some people from the last game survived and joined together in a cannibalistic cult that hunts down and kills new contestants. They will be equal to 1/5 of the number of contestants, which can change by taking a certain Drawback, and will cause additional challenges as they don't turn up on the radar, though all are crippled in the way of missing their left hand.

A Real Monster: +500 CP
To make your stay here even more deadly Tyrannos Japan have released a real tyrant on this island! Out there is now a genetically engineered super-creature, with the strength and abilities of several different animals, which will prey on the contestants. It has your scent and has an inbuilt hate boner for you!

New Game Plus: +500 CP
You are destined to return to this island even after leaving it, perhaps you did something equally horrible again and ruined your second chance or perhaps you were simply forced back as a favourite contestant! Either way you will have to compete again, this time against new people entirely and with any Drawbacks you bought still in effect or applied again so to speak.

***Player's Unknown Explosive Paradise**: +600 CP
Instead of the total number of contestants being around 32 you will have to face 99 other 'players', you being the hundreth one.

***Last Man Standing**: +600 CP
The goal is no longer to gather seven ships to survive the gauntlet but to kill every other contestant on the island. Companions are not exempt from this but killing them can wait until the end, where they will be forced to turn against you. Killing them will not remove them as companions and they can respawn in the next jump you go to.
(Grants an additional 400 CP if taken with *Player's Unknown Explosive Paradise*)

Perks

100 CP - **Profession** *(One Free)*
While probably not that useful on the island, unless you choose right, many here are masters of their specific profession and you can be the same. Choose a profession, such as a defense lawyer or an e-sport gamer, and become one of the top ten people in the world in that area.

100 CP - **Rabbit Ears**
You have the instincts of prey, and I mean that as a good thing! You are constantly on high alert, registering and giving notice to any unusual sounds or something that doesn't fit in, this is not mentally stressing to you and you can maintain this state indefinitely without incurring any drawbacks.

100 CP - **Eagle Eye**
You have a good eye and a good memory, easily spotting small or barely noticeable things and remembering important facts for later (such as which way the wind is blowing or that the cliff you stand on is loose). Also gives you a better understanding of people's body language. Relevant to this island the perk helps you to notice traps and also if people are trustworthy or not and if they are readying themself to attack.

100 CP - **The Bum**

You are used to going without good food or drink (or any at all for that matter) for long stretches of time and have experience surviving on the street for several years, sleeping under balconies, in bushes or simply on the sidewalk where there is room. You are hardy to disease, have no qualms about eating spoiled food or drink and will also suffer no consequences from that and can also function with very little and uncomfortable sleep (able to work like normal even if only sleeping 3 hours a night and on a cold and hard sidewalk at that). Perhaps the harshness of your past life can help you here?

200 CP - **Just A Dream**
You can activate a certain form of thinking. It essentially heightens all your senses and your thinking speed as well as suppressing any distracting thoughts such as morals or pain preventing you from reaching the goal you had when you activated it. This won't make you kill an ally or innocents unless you would find that acceptable to reach the goal but to your enemies you become relentless! Keeping it activated for too long will result in a steadily mounting headache until you pass out. For now you can keep it activated for around three minutes but this time can be quickly trained up.

200 CP - **Never Hesitate**
They who act first take it all.
This philosophy would happily present you as their poster child as whenever you encounter a situation you have a plan of action ready, almost as if you would have thought about it for a couple of minutes. Acting on the plan still requires you to be sound of mind at the time and you can still make mistakes.

200 CP - **Mercenary Past**
Possessing training like a secret agent in a blockbuster movie you stride confidently upon the battlefield! You have training with firearms and have moderate skill at several martial arts (many of them focused on takedowns in specific environments, urban or a dense jungle for example). Compared to the Professional perk you are in the top fifty at several things instead of the top ten in one.

300 CP - **King of the Jungle**
Grip strength, endurance, hand to eye coordination, reaction speed. All your physical attributes are slightly post olympian, essentially presenting you with a seemingly impossible body that will serve you well in the fight ahead, it won't stop an explosion though. Strangely enough, perhaps due to a quirk in your genetics, your body doesn't require much more food than a normal person of your height.

300 CP - **King of the Game**
Whoever was number one, step aside! Jumper is here now. You are the number one player of BTOOOM the game, having vastly more skill and experience playing it than any other contestant on the island. While this does not transfer directly to reality, enough is the same for you to gain a large advantage; recognizing BIMs by the sound of their explosions/ticking, etc. Going by pure skill and tactics alone, you have no match here or anywhere in the world. You will find it easy to achieve a similar level of skill in any future game (both board games and digital ones) you try your hand at!

400 CP - **Cockroach**

This ability is focused solely on survival. It will generally prevent you from dying to an ambush and can even bail you out a couple times in a row even if a bomb lands by your feet with only a second or two left. It is half luck and half an invisible force field that activates upon impact and ensures you survive at least the first few deadly encounters in any fight, even if it's very improbable like falling backwards off a cliff and landing on a tree branch far enough down that you should have broken your back. Even a quite naive and dim-witted person could survive far through the game simply with this.

Items

Free and Mandatory - **IC Ship**
A small green crystal embedded into your non-dominant hand. It functions as both a radar and a sonar sending out a pulse that pings off of other IC Ships as long as the person it is embedded into is moving. In future jumps this Item can detect living creatures even if they don't have an IC Ship as well as warn if a radar or sonar has detected you, while standing still it will also prevent radars or sonars from detecting you at all. Should you wish it can be concealed under your skin in future jumps.

100 CP - **BIM Types** (*One Free*)
You get a bag with eight bombs for each type bought as well as additional accessories needed, like the armband for the remote bombs. These will replenish at the rate of one bomb (per type/purchase) every day.
-Cracker: A simple but powerful bomb that explodes upon impact with a surface, it has to be primed first by pressing a button atop it though.
-Timer: A bomb that explodes after ten seconds. While deactivated one can set the timer to anything under ten.
-Implosion: Perhaps the most impressive technology-wise, this bomb
-Blazing Gas: Pressing a switch upon it and throwing it will have it start releasing a large amount of chemical-filled capsules which will then release chemicals into the surrounding area, which, when exposed to the air, will combust and produce a deadly gas that will kill everything exposed to it, whether it be plants, animals or humans.
-Homing: This BIM can lock-on and follow its target via a small propeller until coming into range and exploding. However, this BIM does not have a very high explosive capacity. Holding an object between it and you would at the most destroy the object and your forearm.
-Remote Control: After activating the switch and setting the BIM in position, one will be able to use the remote detonator armband to set it off freely from another location. These BIM are all numbered, so one can press the corresponding number on the detonator and set off the BIM in question. Can be stuck to walls through a suction cup on the bottom.
-1300°C Flammable Oil Splashing Flame BIM:
-Barrier: When it hits something it creates a barrier around itself, large enough for about four people to stand under it. Rectangular shape. Can withstand the force of bombs found here and presumably sustained fire from guns.

100 CP - **Experimental BIM**
Design your own BIM type, use the others as examples, the result should not be more powerful or versatile than them. The advantage this option offers you is that no one who has

knowledge of the game or experience from encountering other contestants will recognize your BIMs and their effects. See Notes*

100 CP - **Jungle Wardrobe**
Boots, pants, vest, jacket and gloves all resistant to knife stabbing/slashing and good at handling both high and low temperatures. The outfit cleans and repairs itself and it is also camouflaged, allowing you to easily blend into the jungle around you.

100 CP - **Small Armory**
More unconventional (or conventional depending on your view) methods of removing the opposition exists here in the form of close range weapons more commonly found in the real world than BIMs. This package gives you a collapsible baton, a combat knife, a machete, a handheld taser, a handaxe and also a pair of knuckle-dusters.

200 CP - **A Gun**
What it says on the tin, this is a small handgun. You can choose between three options for it.
-*Silencer*: an addition to the gun's barrel dampens the sound firing it.
-*Semi-Auto*: the gun becomes a small submachine gun, giving it much greater firing speed.
-*Piercing*: gives the gun a greater punch and better piercing capabilities.
Comes loaded and with an ammo-package that replenishes daily, a box of around 12 bullets (or 20 if *Semi-Auto*).

200 CP - **Eyes In The Sky**
All around this island are cameras, showing different locations for the pleasure of those behind this game. This Item gives you a small but durable tablet. It's connected to the cameras and can show several angels at once or focus one one specific camera. It has tabs and search functions allowing you to quickly find what you are looking for, for example any camera currently showing a person or a supply drop. In future worlds this thing can tap into any surveillance network in an area of about the same size as the island here.

200 CP - **Chaos Whistle**
A small strangely-shaped whistle that seems to be partly electronic. When you sound it- animals who hear it will go crazy and viciously attack the things closest to them (other animals or humans, they will prioritize humans or animals of other species). They won't try to attack you for some reason, perhaps the whistle also sends out pheremones?

300 CP - **Safety Lock Bracelet**
A bracelet that is connected to the safety-system implemented by Tyrannos Japan to stop contestants from using the bombs against employees. It is connected to a database that will lock down any bombs that get close enough to you to do harm. To ensure you won't just walk all over the competition it will work only three times a day here. In future jumps this restriction is lifted and it will also lock down any technology that has inbuilt safety-protocols for when a friendly/VIP target is in the danger zone.

300 CP - **VIP Remote**
A remote that can call down supplies once a day. By pointing it at the ground and clicking the spot will be marked for an airdrop, a plane coming to drop it off within minutes. Falling from the sky, encased in a sturdy metal briefcase, is a supply package. The contents usually

include a few bottles of drinkables (including alcohol), varied food items, some emergency medicine and assorted utility items such as suntan lotion, body wash, flashlights and rope. That is if you are by yourself, if your “party” grows the airdrop will always provide enough to last everyone a couple of days, or a week or more if used sparingly. In future worlds the airdrop simply spawns in above the marker, in the sky.

400 CP - **Game Armor**
This cybernetic armor improves the strength, speed, agility, reflexes and durability of the wearer, allowing them to shrug off small-arms fire and jump down from buildings without feeling it. The armor has night vision for the helmet, aim assistance for grenade throwing and a display of the user’s current state of health and possible injuries, as well as their location and severity. Built into its back there is a small jetpack, capable of sustained flight for a couple of seconds (mostly useful for enhancing the height of jumps or surviving long drops). At the end of the Gauntlet you will also receive blueprints for the creation of more suits.

Companions

100 CP - **Canon**
Ensures your first meeting is peaceful and that you make a good impression on them. It is up to you to uphold their image of you but if you become close enough to them you can convince them to come with you at the end of this cruel game.

100 CP - **Original**
Create or Import a companion. They get 500 CP to spend and can take Drawbacks for more (they can’t take Drawbacks marked with “*”).

ENDING

You get the island, the prize money, the company Tyrannos Japan, and the game BTOOOM to distribute and make money off of in future worlds. The game comes in normal (PC/console) versions as well as the beginnings of a highly-realistic VR-version (could be developed in a year or two to give people a closer experience to what you had during the gauntlet, though with less gore and trauma). Also comes with a hit live action TV-series based on either the original series of events or how you spent your time on the island and, the scripts for: a prequel, a couple of sequels and a spin-off or two are also included.
If these Rewards are not to your liking you can instead exchange them for **600 CP** to spend on perks or Items you haven’t bought yet at the end of the Gauntlet.

NOTES*

Experimental BIM:
Perhaps a bomb that becomes invisible once activated, on that works like the homing bomb except that it scutters along the ground like a spider, a ‘mine’ that buries itself once activated and explodes when someone gets to close (comes with a display that shows you the location of buried mines), a bomb that attacks through sound for several seconds to deliberate and cause nausea in targets (also comes with earbuds that stop any sound from entering your ears), etc.

Buying **King of the Jungle** and picking the **Young Killer** drawback will have you be the world’s strongest 14 year old but still much weaker than the effects of the perk says.

Version 1.00 of the BTOOOM! Gauntlet