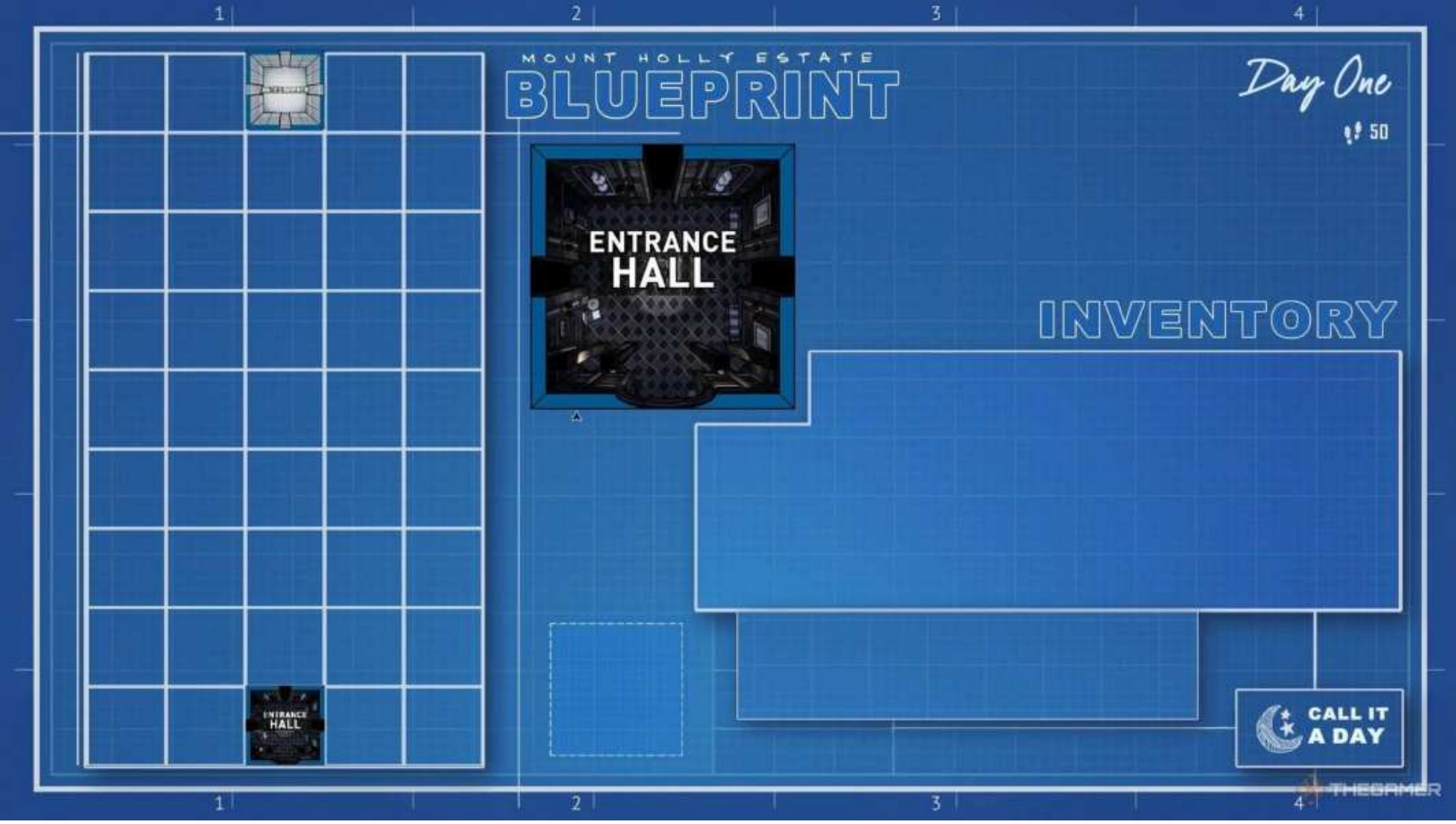


Blue Prince Gauntlet



Welcome to the Mount Holly Estate, or at least a copy of it. A sprawling single floor mansion of 45 rooms arranged in a 9x5 grid along with lots of external grounds and buildings, high on the side of Mount Holly. At this moment, the real version has been bequeathed to 14 year old Simon P Jones, by his uncle Herbert S. Sinclair, baron of Reddington, along with his fortune and baronetcy, if he can find the secret 46th room and the message left there while following a few simple rules. In his way are several puzzles and the nature of the house, whose floorplan shifts everyday, with only two rooms remaining always in the same position, the Entrance Hall and the Antechamber in the other end of the house, from where one might be able to reach the 46th room. Each night all the rooms of the house are sent somewhere else, except for those that are presently occupied, and all doors closed, and when a door opens the person opening the door has a choice of three rooms to draw appear in their mind so they can choose which room will be drafted in that place. The house actually has more than 90 rooms that can appear, and it is possible to use the house's main blueprint to lock rooms so they cannot be drawn or drafted, to upgrade or remodel them or to unlock them later.

Well, I was wondering, do you think you are smarter than a 14 year old? Would you like to try and solve this puzzle house? The rules are simple:

1 - This is a gauntlet. It's in the title. You do not have any access to powers or items, only your bodymod, whatever you can find in the house and whatever you can get from this document.

2 - You have fifty step tokens, and automatically spend one every time you enter a room, even when walking back to rooms you have already passed through. Sections of the grounds outside count as rooms and there are a few rooms on the outside including one where different rooms can be drafted, but they are all closed off right now. If you finish these fifty movements you must return to the campsite in the grounds and go to sleep. Going to the campsite or from the campsite to the entrance hall do count against the room. You can gain more step tokens by eating food, and some rooms might cost more tokens or give you tokens.

3 - You cannot take items from the estate or bring items from outside the estate. You can take items to the outside of the mansion, as the grounds count as part of the estate. There are several useful items that can be found around the mansion to help with the many puzzles, as well as coins to use in Shop Rooms, keys to open locked doors and gems necessary to draw more useful rooms, but when your spend your last step token or go to sleep they will be randomly teleported to different rooms when the rooms disappear. The only exception is a notebook and a few pens and pencils you'll find on the entrance hall in the first day.

4 - You cannot sleep inside the mansion. This would lock whatever room you slept in and allow you to start drafting rooms from the middle of the house. Instead when your step tokens end you must go to the campsite set-up in the grounds.

5 - Once you reach the 46th room you can decide to end the gauntlet and go to your next jump with the basic reward, or you can decide to pursue any other clues you might have noticed.

Since these challenges aren't deadly, if you feel like you are stumped, the puzzles have become boring or that you are not lucky enough to get the rooms you want or a path to the north end of the mansion, you can simply decide to take the loss and exit the gauntlet. If you exit the gauntlet before reaching room 46 you'll lose the gauntlet.

If you manage to enter room 46 you win the gauntlet and can go to the reward section.

Drawbacks

If you think these puzzles might not be difficult enough for you, you can take some modifiers to take a harder challenge. But first:

NO SPOILERS - Free and Mandatory
Whether you have played the game, watched someone play or just read some guides and wikis, any previous knowledge you might have of the puzzles or lore involving the Mount Holly Estate or its occupants is forgotten. Including anything you might glean from reading this jumpdoc.

Dares +200 CP for the first four; +100 CP for every one after
Besides the basic rules of the challenge, Herbert has left a few extra rules that you can add to your challenge. First time you take this drawback, pick four dares. You can pick extra dares for 100 CP. Breaking a dare rule three times ends the gauntlet.
Check the notes for a list of possible dares.

Cursed +1000 CP
You have been cursed and the rules of the mansion have been changed against you. Now you have only 13 step tokens each day, instead of fifty, and each room will take more resources than usual. Some will require an extra key or extra gem, some will take extra step tokens, and some will take a little of everything. Even knowing all the puzzles and the best ways to draw and draft rooms it is almost impossible to reach the 46th room. Only someone with incredible skill, luck and determination can beat this challenge.

Throne of the Blue Prince +100 CP
Simply reaching the 46th room is not enough, you'll need to find and claim the Throne of the Blue Prince, open the Blue Room and find the book the Blue Prince. Taking this drawback also increases your reward if you beat the gauntlet.

Blue Testament of Auravei +100 CP (Requires Throne of the Blue Prince)
Not enough? Want to keep digging? You'll have to find the Blue Testament of Auravei to win the gauntlet. Taking this drawback also increases your reward if you beat the gauntlet.

Mannerly Time +200 CP
The will says Simon needs to find the 46th room in a mannerly time, but honestly he can take hundreds of days to explore the mansion. Not you. With this drawback you have 30 days to reach room 46. If you do not reach room 46 in 30 days you will automatically fail the gauntlet. You're gonna miss those luck perks.
Each drawback that increases the goal to win the gauntlet also adds 30 days to the total time you need to complete all goals and increases the payout from this drawback by +100 CP.

Perks

Baron Bafflers 100
It doesn't help much with your current predicament, but maybe you would like to put others through puzzles of your own? With this perk you gain great puzzle making skills. You could make crossword puzzles and sudoku for a newspaper for decades without problem and become the darling of more sophisticated and cerebral gatherings. This helps a little with solving puzzles, since you have a better understanding of the rules of puzzles and what they might be asking from you.

Marigold 100
You are a skilled writer, especially good at making children's books. This perk also gives a small increase to your skills as a thief, such as planning heists, casing joints, finding which guards can be bribed, sneaking and bypassing security systems.

Basic Supplies 100
Each day you will find in your pocket two keys, two gems, an ivory die and an apple. In other worlds, rolling the die will increase your luck for a few minutes, the gems can be spent to power small acts of magic, the keys will fit any low or medium security mechanical lock and disappear after use, and the apple, besides being very delicious, restores a small bit of the eaters stamina.

Dare Bird 100
Like the blue bird that wished to swim, you are a brave and courageous person, and your willpower and determination actually increase when faced with a challenge. Whenever you perform daring, risky or dangerous actions your luck improves as if the gods approved of your stunts.

Great Alzara 200
You are sometimes visited by visions of future events. These prophecies are symbolic and open to interpretation, but not vague, they make pretty direct statements if interpreted correctly. They can be wrong at times, or so it would appear, but the reality is that these visions are the most probable outcomes, and can be averted with skill and determination, especially by someone that knows about the prophecy.

Blessings of the Monk 200
Once per day you can sacrifice some amount of money to gain a blessing. Simply offer an amount of gold coins and they'll disappear, leaving you with a blessing lasting a number of days. During this gauntlet you can do this to gain the blessing of the monk without drafting the room, and possibly even stack blessings. In other worlds the monk will offer different blessings themed around the divinities, angels or saints of that world. The power and duration of the blessing depend on how much gold was offered. The blessings may appear random,but with some trial and error it is possible to find how much each blessing costs.

Stargazer 200
Whenever you enter the observatory you can check the constellations twice. In other worlds you will gain a small benefit once per night if you look at the stars through a telescope or similar. These are small rewards, usually in the form of lucky happenings in the next day, such as finding a small amount of money, finding that the shop you wanted to go is offering a sale, or the food you eat during the next day is extra delicious and invigorating. The amount of luck you gain increases every month, and at the end of several years your life will be charmed during any day after stargazing, but this increase resets after every ten years.

Ambition of the Pawn 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds you will be able to choose whether you gain a boost to your toughness, agility, strength, or charisma. This boost is stronger than the one given by the other perks below, but only lasts for eight hours.

Resilience of the Rook 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds this perk will make you more resilient, increasing your ability to shrug off damage, and allow you to resist bad fates, making you immune to whatever powers or abilities that try to give you bad luck or try to alter your fate or destiny into a bad one.

Piety of the Bishop 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds your physical strength will be increased and you will be able to pick one church or similar religious institution. They'll consider you to be a part of their institution, waive any obligation they normally impose on others, and go out of their way to help you, at the very least offering services for free and giving you a small monthly stipend.

Mantle of the Knight 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds this perk greatly increases your agility, allowing you to easily jump over a human, and three times a year you can ignore any magical or similar cost to enter a place or become immune to any environmental damage, effect or curse you'd suffer from entering a place. Whatever cost is waived or immunity is gained you retain it for a whole year.

Gambit of the Queen 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds people will find you more charming and charismatic and you will be able to lower a physical ability to strengthen another, such as lowering your speed to increase your strength or lowering your toughness to increase your speed.

Banner of the King 300
You always have this ability active, even without solving the chess puzzle, and it can stack with another chess piece if you do solve it. In other worlds you will gain greater intelligence and wisdom, to better lead others, and will passively increase the prosperity of the area around you, as well as the luck of those that live in it.

Easy Mode 600
Not sure what is the point of entering a puzzle challenge if you don't have confidence in your wits, but if you really want to make sure you can uncover all the secrets of the Mount Holly Estate, this perk greatly increases your intelligence, perception and skill at solving puzzles.

Rewards

If you beat the gauntlet, you gain a copy of the Mount Holly Estate that can be accessed from a door in your warehouse. The door leads to the grounds, near the fountain. You have access to the mansion itself and several acres of mountainside around it. If you go too far from the house you'll find the world stops at an impenetrable white void, but there are enough miles of road around the mountain to drive your car around whenever you draft the garage. The house will continue to be cleaned and serviced by servants you'll never meet who seem to do all the needed work while the rooms are not drafted. You will be able to take items to and from the estate and any items taken to the more stable areas will remain there instead of being randomly teleported to undrafted rooms every night.
Also, if you want you can go to the world of the real Mount Holly and spend up to ten years there, explore the world, meet the new Baron of Mount Holly, maybe participate in politics.

If you beat the gauntlet with the Throne of the Blue Prince drawback You gain the title of Baron and the claim over several lands and companies. These lands include the Mount Holly above, can be added to whatever other lands or empire you might already have or come in their own little pocket dimension and are filled with followers. In the valleys surrounding the mountain there are several farms, a small town and enough industry to make the town self sufficient and even make you some revenue. Just don't wonder who they're selling to, in order to make that money.

If you beat the gauntlet with the Blue Testament of Auravei drawback you unlock true ownership of your Estate, able to always choose which room you want instead of randomly drawing, you never need pay the gem cost of any rooms and can grant the same to any guests, can lock and unlock the doors of the Estate at will, and can even force some rooms to not disappear during the night. You can also give the randomized drawing property of the Estate to other properties you own, with you having the same amount of control as you have over the Estate.

Notes

Cursed Mode is not impossible if you are smart and determined enough. Cursed Dare Mode will probably make you commit suicide instead of simply giving up. Cursed Mode and Timely Manner is probably impossible.

List of Dares:
You must always draft a Red Room when given the option.
You must buy at least one item from each shop you draft.
You must buy the most expensive (based on gems) room when you have at least 3 gems.
You can't leave the house from the Entrance Hall (but you can come in)
You can't make mistakes in the Billiard Room
You can't draft Den room
You must end each day with with at least 1 gem
You must never enter a room more then 3 times
You must end each day with 0 keys, 0 gems, and 0 coins.
You must never have more than 2 special items in your inventory.
You must end each day with six different colors of room drafted.
You can't use any elevators.
You must spend 30 seconds in the lavatory without leaving.
You can't touch the center door in the Entrance Hall
You must open an empty box in each parlor you draft
You can't eat any fruit
You must open each locked trunk in your house each day
You must never draft from a door facing south.
You must always pick the first floor-plan while drafting in the Entrance Hall.
You must always have at least 20 steps.
You must never draft all 5 rooms in a rank.
You can’t press more than one switch or button in each Utility Closet.
You must leave the blueprint on the Entrance Hall table.
You must not step foot in the pool
You must open each locked trunk in your house each day.