Jumpable 0.3

Umineko – When They Cry
The Rokkenjima Catbox

Welcome to the Meta-World.

Here in Purgatorio, the Game Master shall weave a tale for us to observe, using the Game Board of Rokkenjima and the Game Pieces found within.

+0 CP

Once, a Witch sought to claim what was hers, and strived to return all those who were sacrificed to her back to life in her own paradise, the Golden Land.

But a single fool refused to believe that Witches could exist, and denied her with all his heart.

Because even a single person refused to believe, the magic was spoiled, and those who died went to hell.

This is a Gauntlet. Death will not result in the end of your Chain. As this will be an intellectual and elegant challenge of wits, there is no reason for your previous abilities to be removed.

On one side, there is the one known as Battler Ushiromiya. After dying in the Rokkenjima Murders, he denied the possibility of a Witch being the culprit with all his heart, and now he must prove it.

Allying with him will place you on the Human Side. The Human Side's objective is to prove a human could have committed the murders the Golden Witch Beatrice shall present.

On the other side, there is the one known as Beatrice, the Endless Witch. After the Rokkenjima Murders, she would have brought the dead to the Golden Land, but was denied by Battler.

Allying with her will place you on the Witch Side. The Witch Side's objective is to prove their own existence by creating a scenario the Human Side can not prove as humanly possible.

You must choose a side, which will grant you allies and Discounts.

As a reminder, the Witch Side must always make it so the tale weaved can be proven as having no supernatural elements. This does not mean such will be an easy feat.

To clarify. The terms of your success are as such:

You must complete your Side's objective. However, there is more to Beatrice's game.

There is another way to succeed in this Gauntlet, but it can not be told to you outright.

For without love, it cannot be seen.

Of course, while your mind should be all you'll need, having you enter this game empty-handed would be gauche.

Certain selections are free to all, but you may increase the difficulty you'll face in order to acquire CP to spend.

Magic – Free

Of course, with all that you've seen and will see, it's pretty hard to deny that magic exists at all. It can do many things, from heating tea, to creating blades and barriers of solid light, to crafting servants known as Furniture by forming contracts with demons and other magical creatures. Regardless, you have the basic potential to utilize this. If you are on the Human Side, the only thing you should bet on learning to use during your stay here is the Blue Truth. If you are on the Witch Side, you have a reasonable amount of skill already, equal to the magicians known as Goldsmith and Virgilia, but nothing compared to the Golden Witch herself.

However, magic is not without its faults. Those who are not magical beings naturally produce a type of anti-magic toxin. Someone who believes in magic exudes much less of it, to the point that magic can be shown freely to them. An average person, on the other hand, would likely undo any spells that weren't cast by the highest grades of magic users if they were not lead to believe magic is real beforehand through trickery. This effect increases in intensity should someone actively deny that the magic being used is real.

Witches are normally limited to their Territory, the Fragment (continuum of infinite parallel worlds representing myriad different possibilities) from which they originate and attained power in, but those at the highest echelons of power can access and travel from world to world using the Sea of Fragments. Those who can do so are known as Voyager Witches, and usually wield power beyond even the wildest dreams of most magicians, such that their clashes result in the creation and destruction of universes as a result of minor attacks. Beyond even that are those known as Creators, who are believed to be able to achieve any possibility and break all restrictions on their own existence, looking down upon Voyagers in the same way Voyagers look down upon humans.

Turning The Chessboard Around – 100 CP (Free to Human Side)

In chess, one should always consider the opponent's objective, by metaphorically turning the chessboard around. You've gained a talent for applying this concept in all conflicts, giving you great ability in reading your opponent's next moves. However, this fundamentally relies on knowing what your enemy hopes to achieve. Keep that in mind.

Blue Truth – 200 CP (Discounted to Human Side)

The Blue Truth is a rule of the game used by the Human Side to counter the logic of the Witch Side. Statements done using the Blue Truth are assumed to be true by all unless countered by a statement done with either the Red Truth or the Golden Truth. As an aspect of the game, obtaining use of the Blue Truth on the Human Side should be easy, but this purchase will enforce its effects in all scenarios. The Blue Truth must be used to advance one's theory, rather than as bait to acquire information. In the context of the game you will eventually play, all statements done in Blue must directly deny supernatural influence upon the events of Rokkenjima. In other scenarios, you will be able to use the Blue Truth to force others to counter your theories using the Red Truth. In such a case, whoever must counter your theory will gain the ability to use the Red Truth for that purpose. As an aside, it is also possible to wield the Blue Truth as a literal weapon, which is exceptionally effective against magical beings.

Puzzle Master – 400 CP (Discounted to Human Side)

If these Witches think they can trick you, they better bring their A game. You've read a great amount of mystery novels, honing your ability to solve puzzles of all kinds by devouring the ploys presented within and always striving to uncover the truth before the detective does it himself. Because of this, most closed rooms and "perfect crime"-style puzzles can be broken by you if given a little time to think, even if they have pretty indirect solutions. If someone thinks they can just copy some obscure novel to trick you, they're gonna have a bad time.

It's useless! It's all useless! – 600 CP (Discounted to Human Side)

It doesn't matter what happens. No matter what some phony Witch tries to do, you'll decide things for yourself. No matter how much magic they have! No matter how much pain you're put through! Even if you know the answer you're looking for is impossible, your soul will never yield! Your determination is unbreakable, and the odds of you giving up and admitting Witches exist might as well be zero. Even if you were to somehow be trapped inside a Logic Error- a nightmare scenario where the Game Master creates an impossible story-, you'd be able to spend centuries upon centuries looking for a solution until you finally managed to forge a miracle and escape.

Endless Nine – 800 CP (Discounted to Human Side)

You are stubborn. Beyond simply having the willpower to continue arguing against magic, you can utterly deny the reality you are living and, no matter what spells are thrown against you and what miracles you see, say "No." This ability to harden your heart and refuse to believe despite what your mind tells you has allowed you to attain the highest grade of anti-magic resistance… actually, no. Despite the cubic barrier that appears around you when active, and the readings Furniture and magical beings might take on your defenses, this isn't some type of defensive magic. This is denial, pure and simple, to the point that it is impossible for magic to affect you unless you accept it as real.

Ahaha.wav – 100 CP (Free to Witch Side)

You are great at getting a reaction out of people. From being infuriatingly smug, to dismissing someone's challenge in the most annoying way, to just shortening a person's name and refusing to stop doing so, you can bait people into action or inaction with ease. This comes with general skill at manipulating people, whether that's to put them into checkmate or getting them to come to a conclusion on their own, and a great Witch's cackle.

Red Truth – 200 CP (Discounted to Witch Side)

The Red Truth is a rule of the game used by the Witch Side. Statements done using the Red Truth must be true. If someone tries to speak a lie with it, they'll simply choke on the words. Normally, the only thing keeping the validity of the Red Truth is the trust between both sides of the game, but purchasing this Perk will enforce its effects in other scenarios and cause people to treat statements done with it appropriately. If you are on the Witch Side, attaining normal use of the Red Truth shouldn't be too difficult, so don't worry about having to buy this to keep up. The Red Truth may also be used as a literal weapon, which is exceptionally effective against magical beings.

Mariage Sorciere – 400 CP (Discounted to Witch Side)

Lady MARIA and the Endless Witch, Lady Beatrice, once founded an alliance. While Beatrice was able to attain vast power thanks to their cooperation, the alliance was formed primarily due to their friendship. Similarly, you are able to form alliances with those who accept and respect your magic, initiating them on the path of becoming a Witch or Sorcerer and granting them access to this world's magic. Should this grow into (or start as) something more than an act of convenience or power acquisitiong, the learning rate of those you teach will grow to the point they will attain a Title and unique personal magic in little time.

Furniture Crafting – 600 CP (Discounted to Witch Side)

The creation of Furniture, the servants of magic users, is a somewhat indirect affair. It is possible to simply summon and bind demons and other such magical beings, but one can also create a more permanent contract which will turn them into something akin to a magical construct beholden to its master by incarnating them into a singular vessel. One may also create their Furniture entirely, carefully handicrafting a body, magical nature, and heart to bring one's servant to life. Regardless of whichever methods you prefer, you have attained an incredible affinity for those types of magics which align with the creation of Furniture, and incredible skill at doing so. While you'll need another way to bring Furniture with you from jump to jump directly, you may also recreate any Furniture you make even if the being from which it originates is in a completely different universe.

Lord JUMPER – 800 CP (Discounted to Witch Side)

There has to be a story behind this, but it doesn't really matter here and now. You actually have nothing to do with the Golden Land, formally. You were brought here by Beatrice's sponsor. Much like the Golden Witch, you have your own Territory, somewhere else in the Sea of Fragments. This personal universe of yours is fairly small, measuring roughly 10 kilometers, but is entirely up to your specifications. You could have a secluded and ominously magical island with beautiful mansions and gardens, like Beatrice, or something more appropriate to your magic. Perhaps you lay claim to your own personal City of Books, or a frozen valley with pleasant underground dwellings. Regardless, the inhabitants are absolutely loyal to you, whether they are normal humans who live on past death here, magicians who owe their power to you, or magical creatures who simply desire to serve the type of person you are. This Territory and its inhabitants don't directly follow you from world to world, but you'll become the master of a new one every jump, with the same rules regarding its nature. Lastly, all of these Territories have a room only you and those you grant permission to can enter, where one can find a door. The type of door that's ornate and flashy, and tells you it's important immediately. That door is a door of the future, and can not be opened until your Chain ends. Then, and only then, you may open this door. Through this door, you may access any of your Territories. More over, you will find that the worlds you travelled to before this jump, including the one you called home, will have their own Territories waiting for their Lord to finally arrive.

Purple Declaration – 200 CP

The Purple Declaration is an abnormal rule that won't be seen for quite some time. In the context of the game, anyone can use the Purple Declaration, but only the culprit can speak lies with it. Even more so than the Red or the Blue Truths, the Purple Declaration would normally be incredibly problematic to use outside of a Game Board. With this purchase, this won't quite be the case. In any scenario where yourself and a group of people are interacting with some kind of mystery, such as a murder, you may allow yourself and everyone involved to speak in Purple. You can control what statements you make with it, and can lie even if you are not the culprit, but everyone else will automatically use it to say something important to whatever you are trying to uncover. Of course, the actual culprit will also be able to lie, but it will always be possible for you to uncover the truth using the information gleaned. Much like the Perk versions of the Blue Truth and Red Truth, statements done in Purple will be assumed to be true by all unless disproved, and can be turned into weapons. That last bit includes things said by others, as well.

Black Truth – 200 CP

This… shouldn't even exist. But here we are. The Black Truth is something fundamentally rooted in theories and stories which cruelly ignore the heart of the characters found within. Because of this, despite sharing the same class as the Red, Blue, and Golden Truths, it can only be used to tell lies. However, there are two ways this can be applied. The first is to say something which would hurt another person, that they know and can prove is false. In that case, everyone else will assume the Black Truth is true until it is proven otherwise. The second is to say something which would hurt another person, that they can't disprove. In that case, only they will assume the Black Truth is true. Either way, the Black Truth can also be wielded as a weapon, which is exceptionally effective against the person any given statement originates from.

Demon's Roulette – 200 CP

One of the principles by which certain magical systems work is that of the "Demon's Roulette". In essence, magic can be brought forth by miracles, and by deliberately increasing the chances of failure of any given spell, one can increase the effect should it be successful. For example, by starting a ritual involving the murder of many people with the caster itself as a potential sacrifice, the maximum potential power achievable by said ritual increases the lower the odds of the caster surviving. Where the magician could conjure a ton of gold out of thin air with a normal spell, ten tons could be brought into existence if they won the Demon's Roulette. Of course, sorcerers mad enough to try this likely have greater interests than simple gold. Regardless, you too are able to make use of this principle with all types of magic, independent of what world it comes from or what form it takes.

Lord of Hell – 200 CP

While demons and similar beings all can use magic to a certain degree, it is not uncommon for them to manifest specific abilities. Even if you aren't a demon yourself, you have acquired a single special ability. This can be anything from gap creation, to being able to turn into a flying stake, to creating shields, or even gaining an incredible affinity for a specific feeling such as love. While it might seem inferior to pure magic, these abilities are instinctual and increase in effect based on the magical power its user holds much more efficiently than any spell. That ability to manifest gaps might start out being able to drop someone into a dungeon below wherever they are or make keys disappear into inconvenient places, but could eventually be used to cross entire kingdoms. That affinity for love might start out giving you an indescribable sense for love, but could grow into directly becoming stronger from being loved and loving and automatically gaining secret knowledge pertaining a person's love.

Murder Doll – 200 CP

You… are kinda scary. You can easily brush aside your feelings and emotions while still holding on to them, allowing you to keep your head clear in a fight or heated debate while carefully considering both the facts and your personal irrationalities. You've also trained with nearly every weapon one can imagine to grandmastery, and are monstrously skilled at using the Blue and Red Truths to tear apart magical creatures and Witches. Combined, these facts have given you a positive reputation among the 7th District Repentance Enforcement Agency of the Great Court of Heaven and freelance witch hunters, a fact which will follow you into other worlds. Unless you'd prefer to not have ties to such organizations and agents, anyhow.

Illusions to Illusions, Dust to Dust – 200 CP

Even if you have a solid theory on who did it and how they did, if one ignores the feelings at the center of every crime, then one can never solve the mystery. You have an incredible skill for understanding other people's hearts only with an analysis of their deeds and history, allowing you to truly decypher the truth behind a mystery instead of leaving the feelings that led to it occurring as an afterthought. This can also be used to grant others, especially those who for one reason or another have hidden their own feelings, a peaceful and respectful chance to tell their story to others and come to terms with their own life and actions.

Furniture Waltz – 200 CP

…Magic is a force used to create happiness. Even if you may or may not have attained it now, there was a time where the only recourse to pain was to endure. There is only so much a single heart can take before shattering, and rather than let the world do so, you've decided to break it yourself. In doing so, you've learned how to create roles to play in order to ease the pain of being. With magic, these roles can even grow beyond the basic concepts and rules used to play them. Rather than imagine a skilled and dutiful worker to live up to, there truly is such a person in your heart, who can be conversed with and called upon for support. Rather than imagine a witch to blame minor failures on, there truly is someone playing pranks on you, who can then show you all the wonders magic can be used for. While they can do nothing without being given control over your body, and can only do things you yourself could theoretically do, there is value in having someone to trust who can never be taken away from you.

OST – Free

This is a really minor thing to offer, but you may gain Umineko's music as a background track to your life. This includes the sound novel's soundtrack, and Character Songs. You may also gain original tracks based on you, your Companions, important events, etc. The exact specifics of how it plays are up to you.

Witch's Wardrobe – 100 CP

A magical wardrobe. While it doesn't lead to any alternate universes more accepting of magic, it never runs out of stylish clothing for you to wear. From informally formal suits with questionably religious details, to gorgeous victorian dresses, to classic gothic lolita fashion, this wardrobe can provide for your tastes. Clothing placed here is also repaired and cleaned if given a day or two.

Witch's Wand – 100 CP

You can't be a Witch without having a wand to wave around while doing your magic, right? Regardless of that, you have your own personal implement to do magic with. This can be anything simple and mundane, such as a smoking pipe or a staff topped with your family insignia. Besides being surprisingly tough, to the point you could use it in a fight, your wand makes it more natural for you to cast spells, letting your mind focus on difficult spellcasting even while you're running around dodging or monologuing at your enemies.

Jumper's Game Room – 100 CP

A room similar to the Meta-World in which the game between Battler and Beatrice happens. Since it's not quite real, you can access it from anywhere simply by thinking of it, and can bring others along with you. More Game Boards than you last thought there were can be found here, mimicking mundane games like Chess or RPGs. By taking these Game Boards to places like Rokkenjima, locales where a specific event (such as a theft or mass murder) that has not been solved by the world at large happened, you can turn them into Catboxes. Catboxes contain infinite possibilities, and are named after the box holding Schrödinger's Cat, as what happened is not set in stone until someone opens the Catbox. This is usually used as an intellectual game, since it is possible to theorize on what really happened inside the Catbox and create many mystery stories taking place in a single setting. Stories drafted using Game Boards are nearly real, surpassing any mundane method of storytelling by allowing the Game Master to perfectly simulate the events within for their players to view. The players themselves may or may not be given control of specific Game Pieces, depending on what type of game the Game Master decides to run.

Duelling Pistols – 200 CP

A pair of demon guns normally used for formal duels. Instead of being loaded with normal ammo, the wielder loads their emotions into it, with the damage it causes rising as the user's emotional state does. These are normally used to fight for another's love between humans, so they are famed for one-hit kills.

Student's Revolvers – 200 CP

A pair of revolvers created by a demon as a commission. The revolver meant to be used with one's left hand is loaded using the Blue Truth, while the revolver meant to be used with one's right hand is loaded using the Red Truth. Because of this, these are a nightmare to magical creatures and Witches, literally shooting someone with self-doubt and self-denial. The previous owner engraved "Hope" on the Blue revolver's barrel, and "Despair" on the Red revolver's, but we can remove this if it is not to your liking.

Sawed-off Winchester Model 1894 – 200 CP

A completely mundane rifle. There's nothing special about the way it was made, and its history is a perfectly average story of people using it for mundane jobs, before passing it along via resale. Because of how much it is steeped in human normality, it is anathema to magical creatures, killing weaker beings in a single shot and being a lethal weapon against those of average power. Those stronger than that can theoretically resist it, but will still feel the pain of being struck with pure anti-magic, which will be quite jarring to the more arrogant ones.

Blue Key of Reflection – 200 CP

A sword used by Inquisitors of Heresy of the Great Court of Heaven belonging to the Eiserne Jungfrau. Its normal appearance is that of a shortsword made of Blue Truth, but by funnelling more theories made of Blue Truth that aren't denied into it, its power grows further and further. Once it has enough Truth behind it, it creates self-doubt inside the beings it strikes, starting at causing them to doubt their own existence and escalating until they begin to directly and actively deny the idea that they are real.

Purple Scythe – 300 CP

A horrible weapon, which only a person who can not accept love would conceive of. It holds the ability to cut away fantasy from reality, allowing it to either annihilate the magical creatures and Witches it strikes or remove their magic. The catch is that much like a kitchen knife holds the ability to cut food, or a woodsman's axe holds the ability to cut wood, the scythe's ability needs its wielder to provide appropriate power behind its slashes.

Black Scythe – 300 CP

A terrible weapon, which would normally never have actually been used to do combat with. While it appears to do the same things as a normal scythe when wielded in battle, its true power is to destroy miracles by cutting away the possibilities that made it possible for them to happen. As an example, if someone had a small chance to attain happiness by undergoing great change, cutting them with this blade would also murder the person they could become in the future in order to make it impossible for them to escape tragedy.

Red Key of Judgment – 600 CP

A sword used only for emergencies by Inquisitors of the Eiserne Jungfrau. The Red Key is considered a conceptual weapon, which does not cause physical or conventional damage. It can not be used to do battle until a sufficient amount of Red Truth is placed into it, and the enemy is put into checkmate. Once these circumstances arise, the blade will deny any concepts used to defend against it. Things such as time reversal, teleportation, tough hide, or movement are all negated, making it impossible to defend. While the Red Key is an extraordinarily powerful weapon that has negated the base concept of nearly every being it has been used against, its ability to kill and deny is not necessarily absolute, only that it will strike its target at full force.

Before the game begins properly, there are a few things to be considered.

You may already have been to this world, as one of the people involved in the Rokkenjima Murders.

(Took "Game Piece" in "Umineko – The Rokkenjima Murders" and won the Gauntlet.)

In such a case, a few special considerations are to be made.

Certain abilities and items you may have acquired there shall be suffused with the magic of the Golden Land, taking on new forms to better aid you in this and future challenges.

The Great Detective Knows Best

You no longer are a simple detective. You are a Detective. The one who solves all mysteries at the end of the novel. None can deny you the right to investigate a crime scene or a piece of evidence. What you see is what is truly happening, as tricking the readers by giving them an unreliable narrator is a sin that must not be done in the mystery genre. Illusions superimpose reality but do not hide it, hyper advanced chemicals addle your mind but never your senses. However, this does nothing to stop mundane attempts at thwarting your investigations, such as modern drugs and tampering with evidence normally. Lastly, any truth you uncover through your investigations can be upgraded into a Red Truth, as defined by the relevant Perk.

Aniki

The respect you've earned is recognized. Powerful beings, such as monsters able to traverse worlds and witches unbelievably greater than Beatrice, grant you respect. Perhaps it is the kind way you treat your lessers. Maybe they like your face. Or maybe you simply are entertaining in an odd way. It is unclear. Regardless, you can expect assistance from beings of overwhelming power so long as you do not directly go against their goals. To a reasonable degree, anyway. Unless you have something to give them or do something they would consider worthy of such, you shouldn't expect those whose support you gain with this to genuinely risk something of theirs in your name.

Why Are Closed Room Murders So Beautiful?

Magic can do many things. From summoning divine artifacts and the gods who wield them, to placing seals on objects, to using sweets as explosives in combat. However, there is a difference between normal magicians and those who hold the title of Witch. Those who attain that level acquire a special kind of magic, based on its originator. Some Witches have their titles be born from their attitude, while others can be considered to represent and incarnate their magic. Regardless, from your dedication to the creation of scenarios in which magic can not be denied, you have already attained the title of Witch, gaining a unique magical system as a result. Some of the known systems are that of Beatrice, who uses Endless Magic to restore objects and people to their previous states even after they're utterly destroyed, allowing her to kill the same person repeatedly and regenerate from great harm, and that of the Witch of Origins, who can bring forth 1 from the Sea of Zero, which while seemingly weak holds potential in being the only thing capable of turning nothing into something using only that same nothing, although she mainly uses this to create sweets. There is also the system used by the Witch of Miracles, who can repeat the same event in order to bring a miracle which has a possibility above 0% into reality through overwhelming magical power, and that of the Witch of Certainty, who can do the same to actions that have already been made into a reasonable possibility through hard work and determination by increasing their chances of succeeding to the point it becomes an inevitable fact.

Modded Speedboat

What once was a simple and small boat now takes on the much more impressive appearance of a wooden galleon, fit for being a flagship. While it might seem mundane, this galleon was in fact created by a bored Voyager Witch, using a Fragment as its core. Because of this, it has the potential to sail across the Sea of Fragments and similar void-between-worlds spaces. For your convenience, a stream of Goat Butlers born from both mystery and fantasy shall spring from the remains of the Fragment used to create the ship, giving you an endless source of crewmen to man the ship and soldiers to do the hard work for you. As it is a warship before anything else, it also has a replenishing supply of concept negation cannonballs. While they only do as much damage as regular incendiary explosives being fired at high speeds do when striking truly mundane things, they directly harm the base concept of magical or unreal targets, functioning as an extreme form of anti-magical attack.

Winchester

Your dedication to guns has resulted in a permanent contract with Chiester Sisters Imperial Guard Corps, more commonly referred to as the Chiester Sisters. Normally these bunny-girl Furniture can only be summoned by skilled masters, but you are able to invoke Chiesters 00, 410, 45, and 556 with ease. Generally speaking, the Chiester Sisters specialize in ranged combat, with most of their members being either sniping or sensory powerhouses. This does not mean they are all incapable of close quarters combat, however. Besides the four you have a permanent contract with, you may summon any other Chiester Sister (including ones that shouldn't exist) at no strain to yourself by performing a magical sign over any gun. Once that happens, a Chiester corresponding to the ammo used by that gun will arrive to do your bidding. Additionally, you may elevate any of the original four Chiesters to the status of true Companion at any time.

Stakes of Purgatory

Come, arise, children.
I am the guide of Purgatory.
Forgive the deadly sins and hold the seven stakes.

What once were normal weapons now take the shape of seven terrible demons. Lucifer, of Pride. Leviathan, of Envy. Satan, of Wrath. Belphegor, of Sloth. Mammon, of Greed. Beelzebub, of Gluttony. Asmodeus, of Lust. The Sisters of Purgatory shall serve you as loyal and faithful Furniture.

As stakes, they fly in acccordance with your will, dancing at speeds humans can barely see and bouncing off walls and objects without slowing down a single bit. While they aren't guaranteed to do harm, it is only possible to dodge them by having a high degree of magic resistance or never having committed one of the seven deadly sins.

They may also assume humanoid forms, in which they resemble young women. While their varied personalities often clash, they are truly loyal to you and each other, setting aside differences when it matters. They can summon swords made of light to cut apart enemies. They can also transform between their two forms easily during combat.

This permanent contract with them shall also grant you respect among demons, and will make any of them more amenable to the idea of being made into your Furniture. If you have a particular fondness for a Stake, or simply dislike the idea of Furniture, you may elevate any of them into the status of true Companion at any time.

While the game is primarily meant to be between Battler and Beatrice, many others are involved in it.

Before we cover some of the people you may find now, there is the matter of those who already follow you.

For 50 CP, you may Import any Companion you already have or create a new one. They will be considered your Furniture, and will gain "Magic" and either "Lord of Hell" or "Murder Doll" for Free. For 200 CP, you may do the same for 8 Companions per purchase. If you Imported or created a Companion in "Umineko – The Rokkenjima Murders", you may apply this option to them for Free.

For 50 CP, you may Import any Companion you Imported, acquired, or created in "Umineko – The Rokkenjima Murders". They are still considered your Furniture, but gain the same Discounts and Freebies as you, and gain 200 CP to spend on Perks and 200 CP to spend on Items. For 200 CP, you may do the same for 8 Companions per purchase. Additionally, they'll gain the same amount of CP as you for completing "Umineko – The Rokkenjima Murders", as described in the Drawback section. They are also eligible for the Perk/Item upgrades seen in the previous section.

Canon Companions from "Umineko – The Rokkenjima Murders" gain "Magic", even if they are not Imported.

Finally, acquiring certain Companions in "Umineko – The Rokkenjima Murders" for 100 CP will give you a Discount on Canon Companions here. Each entry will describe the specifics.

Goldsmith – 200 CP (Discounted with "Kinzo Ushiromiya")

The head of the Ushiromiya family. He has atttained true magical power for one reason or another, and became one of Beatrice's Furniture. His skill as a summoner is legendary and surpasses even the Golden Witch, but he is fatally lacking in other areas. While he can summon demons powerful enough to boil the seas, he can't even conjure enough heat to warm up tea. His magic is rooted in arithmetic miracles, making his power somewhat unreliable. If you purchase this with the Discount, the original Kinzo you took as a Companion will finally attain true magic and take on the name of Goldsmith, gaining all of these abilities.

EVA-Beatrice – 400 CP (Discounted with "Eva Ushiromiya")

The inner self of Eva Ushiromiya. She is the Witch born from Eva Ushiromiya solving the riddle of the Epitaph, though this might not necessarily have happened already. She uses the Endless Magic alongside Beatrice, instead of inheriting it in its entirety, which is unorthodox to say the least. She is a very cruel Witch who enjoys torturing and mocking those she defeats, but she hides maternal love for Ange and George Ushiromiya deep down. Regardless, if you purchase this with the Discount, she will either exist in parallel to Eva and share a Companion slot with her after this jump, or Eva will awaken as a Witch entirely and be both her human self and EVA-Beatrice.

Battler Ushiromiya – 400 CP (Discounted with "Battler Ushiromiya")

The worthy opponent to Beatrice. While he's an incompetent and hotheaded fool to begin with, as the weight of his actions pile up, he will become a force to be reckoned with mentally and magically in order to survive and atone for his mistakes. Due to his abject denial of magic, he can easily attain the Endless Nine, and due to the nature of the game he is playing with Beatrice, he may well one day become both the Territory Lord and Game Master, and attain the titles of Endless Sorcerer, Golden Sorcerer, and Sorcerer of Miracles, granting him unprecedented magical potential. But that hasn't happened yet. If you purchase this with the Discount, the Battler you met in Rokkenjima will become Beatrice's opponent and acquire the potential to achieve all that.

Lady MARIA – 400 CP (Discounted with "Maria Ushiromiya")

The Witch of Origins, who may one day live for a thousand years. Her unique magical powers allow her to give birth to 1 from the Sea of Zero, something that while subtle and lacking in apparent application holds unbelievable potential. Besides that, she has a natural talent for enchanting tools, being able to create magical items capable of matching the work of masters despite being a young apprentice. Due to her young age, her direct spells tend to have questionable applications, far as an accomplished Witch might be concerned. Examples include an incantation to make sweets fall from the sky and a spell to make tomorrow's dinner cream croquette. If you purchase this with the Disocunt, the Maria you met in Rokkenjima will finally become a true Witch, gaining these abilities.

Ronove – 200 CP (Discounted with "Ronoue Genji")

One of the Great Demons of the 72 pillars. He is famous for his duties as a butler, and having him as a servant is seen as a mark of status in Witch high society. His combat power is great, but is almost never used due to Witches hiring him as a butler rather than bodyguard. His skill at baking cookies is superb, and even usually haughty Witches are willing to form lines to get some. If taken with the Discount, he and Genji will share a Companion slot after this jump. Requiring a slot to bring even one butler along is a strain, so there is no need to force you to do the same with two.

Virgilia – 200 CP (Discounted with "Chiyo Kumasawa")

The previous holder of the title and magic of the Endless Witch. She taught Beatrice all about magic, and eventually became her house's magician. She believes that magic should be used for good, and is unhappy with how Beatrice uses her abilities, but remains loyal to her student. While she has lost the magic granted by the title of Endless Witch, she's still capable of performing feats such as flight, teleportation, summoning divine artifacts such as Mjölnir and Gungnir, and even a horse riding god of war and death, an entity closely similar to the Horsemen of the Apocalypse. If taken with the Discount, she and Kumasawa will share a Companion slot after this jump. Virgilia is weak to teasing which, combined with Kumasawa's kind-hearted kidding, will probably result in shenanigans. Also, she likes mackerel.

Beatrice – 400 CP (Discounted with "The Golden Witch")

The Witch of Rokkenjima, holdder of the titles of Endless Witch and Golden Witch, and Battler's opponent. She is a cruel Witch who kills people for fun, to the point that she is feared in heaven and hell alike and hailed as one of the cruelest Witches to ever live. But, at the same time, she is a young girl who hasn't quite grasped the full extent of her powers and the consequences of her actions. While it seems that she just wants to force Battler to accept her existence, there's more to her game. If taken with the Discount, the Golden Witch you may have met before will awaken to their full power.

Ange Ushiromiya – 400 CP (Discounted with "Ange Ushiromiya")

A cold and cynical young woman whose heart has been hardened by loss, with an habit for sarcasm. While she tries to hide this, she can still be incredibly emotional despite the tears she's already shed. Normally, she would arrive into this world as the Witch of the Future by the hands of a cruel cat, and eventually become the Witch of Resurrection and the last Beatrice. But, if taken with the Discount, this will be the Ange who managed to go the family meeting. The form her magic will take and the attitude she will carry in life then can not be guessed.

Erika Furudo – 400 CP (Discounted with "Erika Furudo")

An intellectual rapist who utterly despises the idea of love due to her previous experiences. She solves mysteries not because of any sympathy for their victims, but because of the desire to humiliate the ones who pose them. Despite being vehemently against magic, she holds the potential to become the Witch of Truth. If taken with the Discount, she has no ties to any Voyager Witches, though she won't necessarily refrain from making connections.

Canon Companion – 200 CP

Of course, listing absolutely everyone you could find in this world would be rather tedious. With each purchase of this option, you may acquire the companionship of one character from the Umineko universe that isn't already listed in either this jump or "Umineko – The Rokkenjima Murders". Note that you'll still have to convince whoever you choose to follow you.

Not everything is perfect, even in the Golden Land, but certain accommodations can be made.

If you took the "Umineko – The Rokkenjima Murders" Gauntlet and failed, gain +100 CP.

If you took the "Umineko – The Rokkenjima Murders" Gauntlet and won, gain +200 CP.

If you took the "Umineko – The Rokkenjima Murders" Gauntlet and won after taking "Afterwards, Jumper was torn to pieces and eaten by the demons, and went to hell.", gain +400 CP.

If you took the "Umineko – The Rokkenjima Murders" Gauntlet and lost after taking "Afterwards, Jumper was torn to pieces and eaten by the demons, and went to hell.", gain +0 CP and take "…None were left alive" for +0 CP.

If you desire any more CP, you must make your stay in this world harsher.

Trust between Reader and Writer – +0 CP (Required to take other Drawbacks.)

Any knowledge of Umineko you may have acquired is now gone, whether it comes from this Jump document or the Umineko series itself. You still have any memories needed to actually take part in the game, but you're running in the dark here. Considering how well Battler did, even if he was a bit too late when he first stopped being a hardheaded fool and really started thinking about what's happening, you should be fine.

Intellectual Rapist – +100 CP (Human Side Only)

…Magic. Magic? Are you kidding? This fantasy stuff isn't real, doesn't deserve to be real. All these illusions need to go to hell where they belong, and you'll make sure that's what happens. You absolutely despise ideas like love and magic, and will do whatever you can to deny the very existence of Beatrice and any other Witch who arises from the Game Board of Rokkenjima. Thankfully, this won't affect other Witches, and your hate a very methodical one that won't impair your judgement. Unfortunately, this also comes with a mighty need to be the smartest person in the room and arrogantly pour salt on the wound of anyone you argue against, which can be exploited.

If you took "Intellectual Rapist" in "Umineko – The Rokkenjima Murders", gain another +100 CP.

Immature – +100 CP (Witch Side Only)

Beatrice exists! You've met her! She can make candies pour out of empty cups and bring everyone back to life!! Why won't they listen? Why do they keep saying Beato doesn't exist! She does!! You just… can't argue why. You just believe. Whether because you are a child, or just failed to grow up, you have the mentality of a young kid. While this can be helpful in some ways, since magic must be believed in to happen, you won't be helpful towards your original objective of making Battler believe Witches are real. Still. You're a little bundle of sunshine when you're not mad, which will make you great emotional support to Beato.

If you took "Immature" in "Umineko – The Rokkenjima Murders", gain another +100 CP.

Nothing But Furniture – +100 CP

You are nothing more than Furniture. Literally, in this case. You are bound to either Battler or Beatrice, depending on which Side you choose. Because of this, you will slowly fade from existence over the course of a week if the one you're serving dies. Additionally, you will be compelled to obey their orders. Nothing that will harm you, and they can't just puppet you around, but it'll still be unpleasant.

If you took "Nothing But Furniture" in "Umineko – The Rokkenjima Murders", gain another +100 CP.

Golden Dreams Tarnished Black – +200 CP

Some time during your stay here, a mysterious entity made of pure theory will take over the Game Board of Rokkenjima. Their goal isn't simply to win, but to destroy the minds of Battler and Beatrice by forcing them to accept a truth custom-made to shatter their hearts. Their only mistake is in not accounting for your presence. You alone, by virtue of being someone they never saw coming, have the potential to break their story wide open and disprove the theory. Note that the game they intend to play is ambiguous, and will result in a scenario that can not be proven as magic or mystery if they aren't countered, meaning you will fail this Gauntlet if you refuse to fight back.

If you took "Black Forgery" in "Umineko – The Rokkenjima Murders", you may have the theory hijacking the Game Board be the same one that replaced one of the cousins to gain another +100 CP. While they won't know everything about you, and your full suite of abilities might be a shock, they'll have a very good read on your psych.

Golden Fantasia Tarnished Black – +200 CP

Some time during your stay here, a mysterious entity made of pure theory will take over the Game Board of Rokkenjima. Their goal isn't simply to win, but to have the wildest most exciting fighting murder party they possibly can. Everyone involved, from Beatrice and Battler, to all the Game Pieces, to even any Voyager Witches who happen to be watching the game, and of course, yourself, will be brought into a lower-scale version of Rokkenjima where everyone's powers will be equalized. The only thing that'll matter is pure fighting skill, and the entity has that to spare. Until there's only two people left, the entity will refuse to actually fight. Once it comes out, it'll use the last power maintaining the fake Rokkenjima to make a copy of itself, to even things out a bit. Beat the entity with your erstwhile partner, and everything will go back to normal as if this never happened. Fail… and, well, you'll die.

If you took "Black Forgery" in "Umineko – The Rokkenjima Murders", you may have the theory hijacking the Game Board be the same one that replaced one of the cousins to gain another +100 CP. While they won't know everything about you, they'll have a very good read on your fighting style, even if you never actually fought them.

You Are Incompetent – +200 CP

You have your good days, and your have your off days. While you still have the same potential as you did before for reasoning and combat skill, your competence is borderline schizophrenic. Sometimes you'll tear apart the most ridiculously tight puzzles and arguments, then get stumped on something a teen could solve. This won't ever directly lead you to dying or failing, but coming back from a near checkmate isn't exactly easy.

Jumper of the Future – +200 CP

You are not supposed to be here. Your existence in this world is a sin you should not have made. Regardless of whether it was the Benefactor's doing, or a mysterious world-hopping Witch, you must keep your true identity hidden from everyone of this time. This includes your Companions, all the Game Pieces, and those currently living in the Golden Land. If you let anyone know who you truly are, you will start falling apart and become like hamburger meat, then die and fail this Gauntlet.

Father Knox's Faithful – +200 CP

The Eiserne Jungfrau of the Great Court of Heaven are known for their ability to hunt witches by using Knox's Decalogue as a tool to unravel mysteries. While they have achieved great success doing this, you can only hope to find abject failure. If you are on the Human Side, you will insist on trying to solve any mysteries posed by Beatrice as if they followed Knox's Ten Commandments, and will not be able to impose them using magic like Dlanor A. Knox can. If you are on the Witch Side, you will do whatever you can to make Beatrice create her tales while following it, to the point of sabotaging her with inconvenient usage of the Red Truth.

Without Love… – +200 CP (Mandatory with "Forgotten Promise")

…It can not be seen. You can no longer win this Gauntlet using the basic win conditions of each Side. You must attain the Golden Ending if you wish to succeed. If you are on the Human Side, you are alongside Battler as one of the persons who led Beatrice to doing what she did. If you are on the Witch Side, your sole wish is to get Battler to finally understand what Beatrice is trying to tell him, and will support Beatrice as well as you can.

When The Seagulls Cried… – +400 CP

Your stay in this world will no longer end when your objective is achieved. Now, even after you've secured your success, you will have to survive until the tale of the Rokkenjima Catbox, Battler Ushiromiya, and Beatrice are brought to a close, whether it is a tragedy, a bittersweet revival, or a success that shouldn't have happened.

…None Were Left Alive – +400 CP

While it might seem minor considering the stipulations presented to you, dying will now result in the end of your Chain. Keep in mind that both Beatrice and Battler, were you to not exist, will die multiple times over the course of their story until they finally achieved the peace they've worked for.

If "When The Seagulls Cried…" and "..None Were Left Alive" are taken in conjunction, you may gain another +200 CP and turn this into a normal jump. "Trust between Reader and Writer" will no longer be required to take other Drawbacks, and will grant a flat +200 CP. A drawback limit of +600 will be imposed on you, and any CP gained as a result of taking "Umineko – The Rokkenjima Murders" will be forfeit.

Finally. Win or lose, the Gauntlet is over.

All around you, everything is getting darker and darker.

The pressure is increasing.

Go Home

You rise towards the world of light.

You will return home, with all that you've gained in your travels.

If you took "…None Were Left Alive" and died, this is the only option you may take.

Move On

You sink towards the world of darkness.

You will move on, to walk other worlds, and witness other stories.

Stay Here

…You can't just leave like that.

Whether the people of the Golden Land need you, you've grown fond of someone here, or simply want to cherish the final closing on the mystery of Rokkenjima and enjoy the ending you've earned…

This is where you'll spend the rest of existence, happy.

…If you made sure Battler finally understood what Beatrice wanted to tell him, you will find a golden sparkle at the beginning of your next jump. This sparkle is the Truth. Your Truth. The Golden Truth of your story, the Truth one speaks with their heart instead of logic, as inviolable as the Blue and the Red despite being something the entire world could deny. For you are the only one who can decide how your story will end.

…If you prevented the Golden Land from being torn down permanently by the cruelty of the Witches of the Senate, and made sure the Catbox of Rokkenjima would finally rest at ease, never to be opened again, you will find a golden door in your Cosmic Warehouse. This door can only be opened with your Warehouse key, and at the end of every jump, may be used to return to the Golden Land for up to a month. If you went through the trouble of saving them… then you deserve to see them again.

Notes:

For the sake of having a concrete setting, this jump assumes that Meta-level fantasy stuff is ‘true’. How far that goes and what exactly that implies for certain individuals is mostly up to you and the story you’d like to tell.

If you want to know how the Golden Ending works.

Spoilers start here.

Spoilers end here.

Changelong:

Edition 0.1 > 0.2:

Increased the price of Red Key.

Changed the description of Witch magic in “Why Are Closed Room Murders So Beautiful?” a bit to hopefully be clearer.