

Downtown Gaki no Tsukai ya Arahende!! Chiki chiki,

"Chōsen de anata no onjin o tanoshima!!!!!"

.....

Okay, fine. Technically I owe you an explanation.

Three years, two days, and eleven minutes into your last Jump. It could have been the Eastern aesthetic of the world you were in, a comment made by one of your companions, or a memory from browsing Youtube in the early 2000's, but something reminded you of a phenomenon that the western world regarded as the height of comedic insanity. Japanese Television.

It could have been pride at having endured so many unthinkable trials that led you to utter the words that you did, assuming there was no punishment you couldn't weather. It could have been nostalgia for the world that awaited you at the end of your Jump. It could have been a yell into the void for a Jump unlike the others, hoping that Jumpchan or a multiversal talent scout would overhear. Nine words that put you where you are now, on the precipice of horror and comedy beyond imagining.

"I want to be on a Japanese game show!"

You got your wish, Jumper. Be careful you don't regret it.

Goal:

Whatever situations you encounter, whatever the staff tells you, and whatever hilarious punishments you and your companions endure, you only have three real goals.

1. Spend a full 24 hours in the company of four companions specific to this Gauntlet, visiting locations and completing various tasks in an Earth similar to the one you left. Everything you do will have a common theme, like "police officer," "airport employee," or something unexpected like "Earth Defense Force." If you quit the game early you lose the Gauntlet.

2. For those 24 hours, absolutely no laughing for any reason. Exceptions are in the Batsu section.

3. In the event that you or your companions do laugh, you will be punished on the spot. Your punishment will almost always be a hard smack on the ass with an object that resembles a firm pool noodle, even if you're sleeping or eating dinner. Why are you looking at me like that? You're the one who wanted to be a Japanese comedian!

On the surface it doesn't sound difficult, but Gaki no Tsukai isn't some weird Japanese comedy show. They're **the** Japanese comedy show, with the same respect in Japan as Johnny Carson enjoys in America and 1000+ episodes of practice in screwing with people. Without drawbacks, they're going to assault you with comedy routines, elaborate references to your previous Jumps, and jokes at the expense of everyone you can think of. You'll make it through bruised, but it won't be too eventful. You won't get any points to buy rewards after the game.

With drawbacks, you'll be on one of the highest budget, best orchestrated, and arguably most hilarious Japanese comedy specials in multiversal history. This kind of batsu game is equally bizarre and hilarious, and the total number of hits to the ass you and your companions collectively suffer over the course of the day could reach 1000 or higher. You'll be in a position to bring the Gaki charm to any of the other universes you visit, and could make a few friends for life. Constant suffering bolsters camaraderie.

Companion Information:

If I'm honest, Gaki no Tsukai isn't entirely a game show. It's a comedy show with a lot of competitive segments, some of which are similar or identical to game shows. It doesn't seem like an important distinction, but the strength of a good comedy show is the cast. Top Gear wouldn't be funny without Jeremy hitting everything with a hammer and James May getting mad at him, right? This multiversal version of Gaki no Tsukai is the same way.

It would be some kind of war crime to force your companions to take part, so pick four people from the next section to accompany you before picking your drawbacks. All of these people know each other, and

some are in comedy duos with a particular dynamic. Pay attention to anything funny about them, because the staff will use it as joke material.

Even though the goal is not to laugh, this is a comedy show and everyone on this list is a comedian. They're going to act funny and play off each other. A comedy style you can expect to see in some form no matter who you pick is manzai, which is similar to the "funny man" and "straight man" comedy made famous by Abbott and Costello. The parts are called boke and tsukkomi in the Japanese version, and the focus is on the boke making an error or saying something absurd before the tsukkomi corrects him. The wikipedia article on Manzai explains it in more detail than this Jump will.

Companions:

Matsuko Haruki: A late middle aged comedian who plays the boke in a famous manzai duo with Hajime. He is comically overconfident, loud, and pretends to have a short temper, especially when it's impolite or unwarranted. Unlike a traditional boke he'll sometimes call other people out on their mistakes. He will loudly bemoan the staff if somebody forgets their lines, and pay no attention to the Japanese culture of politeness unless it's to get angry at someone for not respecting him. He's in really good shape for his age and is concerned about having large muscles, something other comedians like to mock.

Hajime Mamoru: A late middle aged comedian who plays the tsukkomi with Matsuko. He has a reputation as a complete sadist and has no problem creatively injuring other comedians if it would be funny. Unlike a traditional tsukkomi he'll be called out by Matsuko for messing something up or going too far with a joke, and is teased by the staff for his gigantic lips and gorilla looking face. He is a louder complainer than Matsuko and enjoys slapping people on the head for making an error.

Taji Hoshi: An adult comedian who is not part of a comedy duo and appears on Gaki no Tsukai as the suberi-kyara, or the unfunny character who tries to be funny but never succeeds. He will also play the underdog who the rest of the cast messes with, and is known for his childish tastes and intense yelling. He is involved with the aspects of Japanese culture which prize cuteness and is a junior to some of the Gaki no Tsukai cast, but will sometimes act impolite and scream at them anyway.

Nikko Takyua: An adult comedian who plays the boke in a comedy duo with Ebisu Seiko. He acts enthusiastically and surprised about everything, and is more subtle in the errors he makes than other boke comedians. He'll overstate his own confidence and exaggerate his expressions when something goes wrong, especially when he is the target. His gangly stature, big chin and hairy arms are frequent targets for ridicule by other comedians.

Ebisu Seiko: An adult comedian who plays the tsukkomi in a comedy duo with Nikko Takyua. He acts youthful and pays close attention to fashion even though he's almost middle aged, and is seen by other comedians as a womanizing pervert. He is less sadistic than other tsukkomis and tries to promote himself or gain screentime in inappropriate ways. He is particularly concerned with becoming the

spokesperson for a mint company, and will insist on using their product as an ingredient in any food cooked on the show.

Hiroshi Fujiwara: If you don't pick him here, he'll be the one telling you what to do when the batsu starts. If you do, someone else from the staff will replace him. He is not a comedian, but his stuttering, forgetting his lines, and apparently bad grasp of the language will make him unintentionally funny. He will frequently be mocked by other comedians for crossdressing each game, including this one.

Mai Minakami: An intelligent comedian who has a skill for absurd pranks and will work humorously against the rest of the cast. She plays the boke without showing any emotion, saying embarrassing things and making jokes that push the limits of comedy like she's being reasonable. She will switch to playing the tsukkomi role without warning if it would be funny and laughs when other comedians make fools of themselves. She carves Maitreya figures and gives them to friends. She is a junior to most of the other comedians on this list.

Nozomu Itoshiki: A comedian who pretends to be depressed over social and cultural issues. He doesn't play the boke or tsukkomi and much of his humor comes from long rants he delivers on injustices he feels are targeting him. Other comedians will play along with his ranting and either encourage him or try to say the injustice he's complaining about is positive, even if it's unrealistically optimistic to say that. He is funny individually, and the dialog he begins is hilarious. He has an American audience that compares his humor to Curb Your Enthusiasm.

Matoko Sekine: A comedian and blogger famous for making a unique video every day for over 12 years. He now produces punishment games similar to the ones on Gaki no Tsukai and has avoided the big ego that comes with fame. He isn't adverse to wearing weird costumes and will sometimes try to make a punishment worse or take an absurd course of action for the sake of comedy, something the other comedians will complain about. He has notoriously bad luck with dice and even if he's awake for the full 24 hours of the game, he will still be kablamo.

Batsu (Unlimited Points):

Classic Gaki Formula. (+0): With this drawback, you'll have an idea of how the game will go. You'll meet your companions in a field and find out the theme of the game, put on costumes, and ride a bus that makes frequent stops on the way to a central location. You'll spend most of your time in a "waiting room" with television screens that show videos, drawers filled with random objects, and stuff to eat. A member of the staff will show up every hour or two and mess with you or give you a task to complete, which could require you to leave the room.

Without this drawback, the multiversal Gaki no Tsukai staff won't use their tired and true setups other than the waiting room. They'll have to be creative, which is equally punishing.

No Laughing Nostalgic Jumper! (+0): Rather than taking place in the weird Japan themed set the multiversal staff construct, the game will take place in an alternate version of one of your previous Jumps. You'll have to wear a weird or humiliating costume that relates to what you're supposedly doing in that world, and all the other drawbacks you pick will be themed around that world. If you found one Jump particularly hilarious or really want to see the characters from that world making fun of themselves, this is the option for you. If you pick Touhou, expect lots of Bomber Grape.

I Was Not Expecting that. (+50): A-List celebrities, comedians, and former politicians will appear in your game without any warning. A random person could spill coffee on a guy in a trench coat, and then be tossed out a window by a coffee soaked Arnold Schwarzenegger in full terminator makeup. If one of your companions sends back a plate of food at a restaurant, Gordon Ramsay could show up demanding to know what was wrong with it. Bill Clinton could use the urinal next to you in the bathroom and wink at you with a cigar in his mouth.

If you took No Laughing Nostalgic Jumper, celebrities from that universe are fair game. You could hear Abaddon running after a guy who stole his wallet, and see one of his arms come off trying to grab the thief. Tzeentch could jump out from behind things and loudly proclaim this was his plan all along, even when it doesn't make sense.

Ahhh! Scary! (+50): A member of the staff organizing the game is comically afraid of everything, and other members of the team will mess with him while you're around. Really, afraid of everything. Sometimes you won't know whether to burst out laughing or yell at him for being a constant annoyance.

Together, We Will Form Better Relations. (+50): While you're in the waiting room, videos will come on the TV of a bewildered looking guy in a serious situation, sometimes being presented as an expert on something like politics. He can barely speak the language and has no idea what is going on, but will try his best to answer the questions people give him. His weird answers and attempts to justify them are legendarily funny.

It's Me, Jumpchan! (+50): Jumpchan is tired of staying on the sidelines! She will now be referenced in unusual and embarrassing places, usually without other people batting an eye. You could look on the wall of a restaurant and see a portrait of her shitposting on /tg/, hear a radio ad for a scheme worthy of Kramer followed by her ringing endorsement, or overhear her badly defending herself against being called a Mary Sue.

-My Head Is Bald. Please Look At It. (+50): On top of showing up in weird, embarrassing places, Jumpchain will invite alternate universe members of you and your companions' families to join in the game. Expect to find pictures of them in boxing matches with world leaders, unexplained TV commercials starring them to air in the waiting room, and for them to arrived unexpectedly in person and act wildly out of character.

Leave The Screen Door Open. (+50): This is what you'd expect from Japanese comedy. On top of trying to make you laugh, the staff will actively screw with you in funny ways. Expect to be mildly electrocuted

once or twice, unusual punishments like kicks in the ass to be given out, and weird jokes involving Star Wars characters. Be careful pushing any buttons you find in the waiting room.

A Test of Courage. (+50): At some point you'll be called to resolve a dispute between two groups, each led by a comedian. You'll then have to watch as they compete in "feats of courage" that wouldn't look out of place in, well, a Japanese game show. By the time they're done, you and your companions will have seen a 60 year old man fire a bottle rocket held in his mouth, a famous actor put cotton on their nipples and light it on fire, and two sumo wrestlers fight a greased up bodybuilder.

GOD DAMN. (+50): **Halfway through the day, an imposing man with sunglasses will show up with an entrance rivaling a pro wrestler and start dramatically backhanding people.** He could be there after stopping an alien invasion, delivering discipline to hospital staff as a "doctor of martial arts," or be pissed off for any other weird reason. One of your companions will be elaborately framed for a crime against him, and will cartoonishly beg to be spared his wrath before being slapped hard enough to land on their ass.

24 Hour Means 24 Hour. (+100): If you take this drawback, you won't be able to sleep for a few hours between 12 and 6. Instead you'll have to stay awake from the entire 24 hours, getting hit in the ass intermittently. Unless you take Leave The Screen Door Open, the staff won't screw with you while you're asleep.

Happy boy! (+100): You and your companions will participate in a teambuilding exercise made of the weirdest elements of Japanese comedy, structured like a gameshow with gross punishments. There will be an audience, an opposing team, and a host dressed like Uncle Sam with a weird catchphrase. The one upside is that laughing is allowed during this segment, so winning the game is all you need to focus on. Enjoy!

Demon Tag. (+100): For a length of time around an hour, you and your companions will be locked in a large area and chased around by men in black suits. If you're caught by one you'll get the punishment written on their chest, which range from mundane smacks on the head to wearing a hat covered in lit fireworks. Sometimes you'll need to complete an objective while they chase you, like locating a captured companion.

Blacklist Session. (+100): Near the end of the 24 hours, you and your companions will be invited to a meeting to discuss blacklisting a group of people from something. The committee is made up of famous comedians and friends, and the "blacklist session" will turn into a roast of you, your companions, Jumpchan, and anyone else they feel like nailing. They'll stick entirely to bizarre anecdotes instead of standard insults, not all of which will be true. Sometimes the funniest thing about them will be how brazenly impolite they are to someone respected.

Absolutely No Getting Scared. (+100): You'll be allowed to laugh in the last 3 hours of the game, because that won't be your objective. Your objective will be to locate an item or complete a task and return to the waiting room without being scared! The area around the waiting room will be full of

absurd traps and monsters waiting to chase you, and there's no guarantee they'll be nice if they catch you. There is no punishment for being scared. "Absolutely No Getting Scared" is a catchy title.

That Isn't Fair! (+100): The Gaki staff is breaking out the big guns. You'll be faced with jokes and situations that are equally bizarre and hilarious. You could be "sent across the pond" with no warning to a Monty Python version of Europe or come across a villain from Power Rangers fighting Donald Trump as One Punch Man. Elaborate doesn't begin to describe what they're going to plan. If you have Absolutely No Getting Scared, this will up the ante of that too. Watch 16:23 to see how far they'll go.

Victory:

The 24 hours are up and your ass is safe for the time being. How did it feel to be a Japanese comedian? Come on, don't get angry like that! This was your idea!

Now that you've completed the game, you can use the points you earned in the batsu section to buy rewards. If you're reading this section first, none of these will take effect while the game is going. This is a punishment game, not something for you to steamroll with perks!

After you take your rewards, you get all your powers and warehouse access back. Continue on your chain, and bring Gaki no Tsukai to any universe that needs it.

Rewards:

Gaki no Tsukai Complete Collection. (-100): This gigantic set of disks, flash drives, and other storage mediums contains every episode and sketch of multiversal Gaki no Tsukai that ever has and ever will be filmed. They're all in perfect quality with options for subtitles or a telepathic dub that preserves the humor while making the language understandable. It includes a recording of this Gauntlet.

-New Material. (-100): After each Jump, a new season of Gaki no Tsukai will be added. The classic cast will reappear, and new comedians, characters from the Universe you jumped, and some of your companions will show up with them. The show will always be fresh and the cast will only age enough for old man jokes to be funny, not until they're too tired to endure it. There will always be a no laughing game at the end of each season, and you'll be invited to participate as staff or a comedian.

Authentic Japanese Katana. (-100): This pool noodle from the no laughing game has been painted to resemble a samurai sword, and looks almost identical to one. No matter how hard you hit somebody with it, the strike will always be nonlethal and always be funny. Each of your companions in the Warehouse get one too.

Can You Say….. (-100): Entering a restaurant and asking for the "most popular combo" will automatically order you the entree, side dish, and drink that you will most enjoy off of that menu. You'll

still have to pay for it, but you'll never be unsure about what to order again. If a menu has nothing you will like, the waiter will bow and apologize.

-Most Po-Popular Combo. (-100): It sounds like a mispronunciation, but the PO stands for "Purely Original." Asking for the "most PO-popular combo" at a restaurant will have an effect like SCP-261, creating a new kind of entree, side dish, and a drink related to that restaurant that you will enjoy that has never existed before. Unlike SCP-261, it will not create candy and what you get will never be dangerous. You will still have to pay the exorbitant price of running the MQ-17J Culinary Assembly Engine, equal to five times the price of ordering a normal "most popular combo."

There may be modifiers you can add to each phrase for different effects, including the ability to order specific nonexistent menu items.

Comedian Spirit. (-100): If you're doing something for comedy, to make people laugh in a positive way, or as part of a positive comedic performance, your strength of will skyrockets. This doesn't make it hurt any less when you're hit with a chinko machine, have to eat tuna head pizza, or get slapped in the ass for laughing, but you can endure all of it easier.

-Ladies and Gentlemen. (-100): You and all of your companions gain a complete understanding of and supernatural skill in the kind of manzai comedy practiced by the comedy duo central to Gaki no Tsukai. Besides now being able to play off each other hilariously and carry a TV show for over 25 years, you all gain a natural sense of rhythm. It's most noticeable while playing rhythm games like Guitar Hero. Clearing Kongou Dess will be a walk in the park.

Kuudere. (-200): Your poker face is legendary, and you can keep it in even the most egregious circumstances. While using this poker face, your ability to do strange but ultimately not malicious things without anyone noticing skyrockets. You can selectively cause people to notice how weird you're being with your incredible skill, giving you the ability to precision strike people with humor. Your only weakness is that regular schadenfreude will always crack you up.

Sayonara, Anon. (-200): You have a talent for illustrating the tiny problems and evils of the world, especially if they annoy you. Your ability to express a common annoyance in a relatable way is honed better than Larry David's, and you have no issue escalating the seriousness and absurdity of your rants. Increasing both at the same time will cause weird examples to pop up for you to point out, especially if anyone else plays along with you. The examples are only good for proving your point.

Guest Star. (-200): You can take your companions from this game along with you on future Jumps. They won't physically fight for you or actively participate in the Jump unless it's a settling where comedians are involved, but they'll constantly make jokes and continue playing off of each other. Any companions you leave in the Warehouse with them will laugh hysterically at their antics. They are unusually skilled at Japanese idol singing.

Edo Period Field Trip. (-200): You won't really be going back to the Edo Period if you take this reward, but you will be going back in time. At any time in the Warehouse before you start a new Jump, you'll

gain the ability to play a no laughing game or other batsu competition in a universe you've already Jumped. Aside from the freedom to pick what game you play and whether you're staff or a comedian, this functions exactly like No Laughing Nostalgic Jumper. It isn't a return perk.

JUMPCHAIN FIRST ANNUAL, CHIKI CHIKI! (-200): Twice per Jump, you can create a new annual tradition within a group by shouting "JUMPCHAIN FIRST ANNUAL, CHIKI CHIKI!" followed by a comedic description of what you have in mind. Aside from common sense exceptions like "give Jumper all your money day," the traditions can be anything you want. The actual process of how it happens isn't mind control.

Any competitive tradition with a batsu that can fairly target the Jumper will become wildly popular depending on how brutal it is. Establishing a yearly no laughing game like this as a tradition could eclipse New Year's Eve in popularity in the nation of your choosing, and is the highest level of brutality that will work with this rule. Anything worse than a 24 hour no laughing game will be seen as overkill and people won't take part.

Elevated Tastebuds. (-200): You gain a supernaturally talented palette, able to detect and enjoy complex flavors with the skill of a master sommelier and tell apart different brands of food in a blindfolded test. Your palette makes it easy to figure out absolutely tasty combinations of food that seem wacky or gross. Who knew cornbread tempura and wedding cake mochi were so good?

Guerilla Comedy. (-300): Pick three of your selections from the batsu section. Whenever you want, they'll start showing up in your current Jump again until you turn them off. You won't be punished for laughing, and it can really take the edge off a grimdark universe to see Jumpchan dressed like a commissar threatening people or Jimmy Oonishi explaining how Skitter wins all her fights. Nobody will notice the drawbacks except you and your companions and they won't effect the Jump.

Jumper: OUT! (-300): If you attempt something and don't succeed or are going to be punished, a voice followed by a music cue will yell that you're "out!" If you succeed, a high pitched "clear!" musical cue will play. The voice will call "out!" seconds before you receive any imminent punishment and can be used to avoid the punishment. If you're willing to spend hours hearing the voice yell "out!" You can pick winning lottery tickets with it. The voice doesn't discriminate between important and unimportant punishments and successes, and unless you turn it off you'll hear the clear or "out!" music every minute on average.

Gaki no Tsukai Playbook. (-500): This huge book is co-written by the show's writers, the stars of multiversal Gaki no Tsukai, and several other influential Japanese comedians. It is the most concentrated source of hilarious punishments, comedy routines, ideas for pranks, and other related ideas in the multiverse, and every time you open it you'll find something new. If damaged it will reappear in your Warehouse within the day, and it is written in the primary language of the Jumper.

Notes:

Thanks to everyone in the thread who gave ideas and criticism.

Whether Jumpchan is explicitly involved and how she's involved is up to the player. Jumping this setting without Jumpchan involved in any way other than the "It's me, Jumpchan!" drawback is canon.

If you don't want Jumpchan involved in that drawback either, she'll be replaced by Sada Kanaye, the producer of multiversal Gaki no Tsukai. Alternatively, the person in that drawback can be any well known /tg/ figure.