Mogeko Castle Gauntlet

Version 2.1

~ By Cataquack Warrior



Nice train ride, huh? You're not to your stop yet, so why not just close your eyes for a few minutes?

… …

…Hey, can you hear me? Wake up. You need to get off. Now. If you don't, you're going all the way to the end of the line, to a stop not on the itinerary: Mogeko.

Look, you can get off right now and go to your next jump. I won't hold it against you. Sure, you won't fail the jumpchain if you die here, but whoever said you would die peacefully, or cleanly? You don't want to know more, trust me – after all, curiosity killed the cat; or did the cats kill curiosity?

You want to know how much CP you get? +0 CP: zip! If you want money to buy something, you'll need to get in over your head even more than you already are.

And don't expect your powers to save the day; there are a couple mandatory drawbacks that are going to set you back no matter how strong you normally are.

Chapter 1 ~ Location

So you're curious to learn more, huh? Fine, there's still a little more time for me to warn you. The final stop is a sort of otherworld between here and there. And everywhere you look, there are the Mogekos. They will not stop until they have their way with you, one way or another.

They're based in the Mogeko Castle, but you'll have to go into the lion's den if you want to win this jump. Don't bother rolling; you'll have to ascend the castle all the way like everyone else. I guess I can tell you that there are seven floor, even vast and bizarre like its own separate world. And even after that…

But, hey, we're still in the subway, and there's one stop before the dead-last one. If you want to avoid a lot of pain, just get off now and go back to your other jumps.

Chapter 2 ~ Background





So you decided to stay. How brave…or foolish. Now that you're in for the long-haul, let's see who you are. You get a +50 CP bonus if you choose to be female.

Drop-In (0 CP)- You come as you were before this jump. You can also choose to have a mundane human background on this Earth before you reach Mogeko Castle.

Mogeko (50 CP)- These seemingly cute little cats are lecherous and vile predators who mercilessly hunt down whoever is unfortunate enough to visit the castle. They are violent even toward their kin, so you're hardly safe even among their numbers.



Special Mogeko (100 CP)- These particularly strong and more sophisticated (but still strange) Mogekos were created to minister to the Mogekos on the different floors. You are the eighth such Special Mogeko, and you have been assigned the perimeter outside the castle.



Chapter 3 ~ Perks

If you have the money, you might want to pick up some of these powers to give you at least a sporting chance. Either way, abandon all hope, ye who enter here.

Talk to Anyone (100 CP, Free Drop-In)- Sure, you're being chased through a bizarre labyrinth of a castle where almost everything is hostile to you, but you can still find the time to stop and chat with a few people along the way, even Mogekos and the like. If you approach people who have not yet taken hostile action against you, they will be perfectly willing to act nice and talk, even if they have orders to capture and rape all intruders. However, this does not work with anyone who is actively and hostilely seeking you out; if an order to capture you is suddenly transmitted across the enemy base, you might want to stop playing cards with those soldiers.

Go With Your Gut (200 CP, Discount Drop-In)- With impending doom right behind you, you need to make snappy decisions, even if it will be unclear which is the right path to take until it is too late. Fortunately, this perk increases your luck, particularly when choosing things at random. If you go with your gut and make a random choice, you will be more likely to choose the best option. However, the perk is less effective when there are already indications of which way is right and which way is wrong when you make the choice.

Point-Blank Strike (300 CP, Discount Drop-In)- If you walk up to an unwitting target, they will not notice anything wrong, even if you gaze at them unsettlingly, and have a knife in your hands. In fact, they will just blink in confusion, giving you the opportunity to launch a single attack on them. However, this does not work against anyone who is already hostile.

Grip Strength of 70 (400 CP, Discount Drop-In)- You have incredible muscular strength regardless of your size and apparent body mass, enough that you can immobilize an enemy and rip his head right off his body. Generally, the perk ensures that you will always be at least just slightly above the overall physical

strength potential of your current species. The greater power of this perk, though, is that when you have a firm hold on an opponent (which you can do automatically as soon as you make contact through touch), special defenses and healing abilities are neutralized so that your opponent's resistance capabilities are no greater than that of a mundane human, such that you could even kill a god. You also gain increased running endurance.

Usurper (600 CP, Discount Drop-In)- By singlehandedly killing a leader in cold blood, you automatically inherit his or her authority. In the case that the title has supernatural properties to it, those aspects will be granted to you. However, you must kill the target personally and take full credit for your action. As a result, while the perk allows you to claim the rulership through fear and force, it does not necessarily give you respect by your subjects.

Catch and Hold (100 CP, Free Mogeko)- Once you have successfully managed to grapple someone with your body, he or she will be unable to escape from your grasp or fight back.

Painting Pounce (200 CP, Discount Mogeko)- You can store yourself in a painting frame or similar decoration as if you are part of the artwork, perfect for ambushing unsuspecting prey.

Mogeko Network (300 CP, Discount Mogeko)- Word travels fast on the "Mogeko Network", such that anything discovered by one Mogeko is quickly passed through the rumor mill to everyone else. Whenever you are at least nominally affiliated with a group, any general information members learn as a group or as individuals is disseminated back to you. The information relay is more like a long chat line, so you'll have to pay close attention to get the info you want out of all the jumble.

Multi-Mogeko (400 CP, Discount Mogeko)- Due to their overall weak bodies, the true strength of Mogekos is in their sheer numbers. You can summon up to 100 Mogeko copies of yourself that will follow you in attacks. However, they are all completely mundane and have no extra equipment or abilities beyond that of a standard Mogeko. Even so, you can choose to transfer abilities that you yourself

have to the Mogekos, either at full power to a single individual or with the level split evenly between all of the summons, at the price of not retaining them yourself for the duration of the copies' existence; after they die, their powers will return to you. If an enemy uses an ability to steal the power of an empowered Mogeko, that Mogeko will lose the power you transferred to it, but the power will nevertheless return to you in a half-hour – or sooner, if you kill the enemy first. In addition, the number you can summon at a time is limited when you are in tight quarters. All Mogeko copies cannot go further than 100 feet from you.

Sneak Attack (600 CP, Discount Mogeko)- Mogekos are nice and stealthy, only letting themselves be seen if they want to be noticed. A victim may think that she is completely alone, but a Mogeko might be right behind you. You can remain invisible until you decide to show yourself, but you must wait to strike until you have shown yourself, giving your quarry the chance to react.

Shepherd (100 CP, Free Special Mogeko)- The Special Mogekos were put in place to manage the Mogekos, so it's natural that they would at least garner a degree of respect from the otherwise disorderly monsters. You have a way of gathering followers and convincing them to at least consider your ideas instead of rejecting them outright. Moreover, the perk ensures that you can establish a small area, usually the size of a small room, as a sanctum for you and those under your protection; as long as you don't outright make yourself an enemy, people will generally avoid attacking your safe zone unless pushed or extremely belligerent.

Prosciutto Magic (200 CP, Discount Special Mogeko)- Only the most enlightened of Mogekos, those who have truly reached revelation through the holiest of foods, can access this magic. Prosciutto magic can be roughly compared to "white" or "holy" magic. By strengthening your connection to prosciutto through meditation, eating, or cooking, you might find additional spells. In addition, the perk allows you to refill any magic gauges you have by consuming prosciutto.

Teleport (300 CP, Discount Special Mogeko)- Using a unique technique of your own style, you can teleport people, including yourself, across any border between areas (physical, supernatural, political, etc.) no matter the barriers in place between the two areas. The one requirement is that the two areas have to border each other.

Endurance (400 CP, Discount Special Mogeko)- When you are determined, you let no wound stand in your way. Even if you were shot and bleeding profusely, you can still find the strength to fight and overcome dozens of enemies and even powerful foes. And even if you somehow fail at that and get nailed and burnt at a stake, your spirit will remain strong and undaunted, defiant to your last breath. Also, you will always find a way to escape captivity when you are going to be executed within the following 24 hours. However, you can only escape after your captors have fully secured your imprisonment to their liking (and they have to plan to hold you, they can't just be planning to hold you down and just proceed with the kill from there) and have held you captive for at least an hour; if they plan to move you to holding in a specific cell or prison, you cannot carry out the escape until you have been successfully transferred in. Of course, while the perk lets you escape, you can still be recaptured, so maybe you should just give up and die.

True Eye (600 CP, Discount Special Mogeko)- This is the power held by King mogeko himself. Your normal eyes are temporarily replaced by a single, large eye as you access your true power. Any weapon that strikes your body will become imbedded in your skin and gradually absorbed without harming you. Whoever wielded the weapon will be unable to pull it out, potentially disarming them entirely. However, the power only lets you absorb physical weapons; although magical weapons would still be caught in the trap, you are not immune to magical attacks. In addition, you can only activate the power for ten minutes at a time every twenty-four hours, so be make sure you time it just right. However, you can store the trapped weapons in you for as long as you want before safely ejecting them from your body. Physical attributes of the weapon are neutralized when absorbed, but magical effects, for better or worse, remain active. Things other than weapons can also be absorbed, but only if they have physically pierced into your flesh.

Moge-Ko Shield (300 CP)- A special skill known by Moge-Ko that creates a blue shield around you and allies within a 20-foot radius. The shield nullifies any magic used with the intent of harm against you or your allies. The energy field also protects you from attacks by weapons at least partially powered by magic, even if the attack itself is not magical. You have instinctive access to the skill and can activate it in mere seconds if necessary. However, the shield fades after 30 seconds, and you will not be able to use the power again for five hours.

Chapter 4 ~ Items





You should probably stock up on items while you have the chance, too. But I'll be fair and still give you the chance to leave. Now's the time to turn back!

Any items that are damaged, lost, or destroyed will reappear in your Warehouse after a week.

Costume Wardrobe (50 CP, Free Drop-In)- A variety of outfits that fit you perfectly, ranging from school uniforms to Chinese garb to nurse uniforms.

Video Collection (100 CP, Discount Drop-In)- A set of various shows popular in the castle, such as the anime "The Gray Garden" and "Ice Scream."

Vending Machine (200 CP, Discount Drop-In)- Comes with an unlimited supply of three popular soft drinks: shijimixed juice, hemorange juice, and sharkfin juice – as well as seaweed and salt potato chips.

BGM Soundtrack (300 CP, Discount Drop-In)- A set of the different music tracks played in the game. You can have the music invisibly follow you in your head, or you can have it play for everyone on a boom box. You can also choose to have this music off. In addition, the boom box also functions as a radio and has a constant connection to the Underworld Broadcasting Bloody Radio with the ghost

host, DJ Met; the radio also sometimes picks up other shows such as “How to Speak lgvamd ; rese”.

Student ID (400 CP, Discount Drop-In)- A special ID that you can access here and in any other jump. The ID alters to show your current name along with school and grade if applicable. The ID is partially linked to your soul, and its data will sometimes change to reflect shifts in yourself.

Red Pepper and Pasta Association Membership (50 CP, Free Mogeko)- Grants you membership to a club dedicated to peppers and pasta. The “Pepperistians” can be found on every jump.

Portable High School Girl Radar (100 CP, Free Mogeko)- A device designed to detect the location of high school girls in its vicinity.

Huffspray Insecticide (200 CP, Discount Mogeko)- A bug killer that instantly burns any “bugs” (arthropods in general) caught in the spray. The spray also acts as an effective mace on larger opponents, causing them to faint out of pain temporarily.

Mogekoel Weaponry (300 CP, Discount Mogeko)- A bow with an infinite supply of poisoned arrows. If pierced by the arrows of the Mogekoel, one suffers intense stomachaches, vomiting, and high fever, ending in death.

Infinite Prosciutto (400 CP, Discount Mogeko)- The greatest treasure that every Mogeko aspires for…an endless supply of prosciutto, the most heavenly of all foods! The prosciutto always remains in pristine condition and never runs out.

Library (50 CP, Free Special Mogeko)- A copy of the castle’s extensive library is now attached to your warehouse. The library contains every piece of literature

available in Mogeko Castle. Most of it is just porn, but you might find a few other things as well.

Key (100 CP, Discount Special Mogeko)- A seemingly simplistic key that will come in handy throughout the castle, given that almost all of the castle's locks are exactly the same. In other jumps, the key will have a 1-in-3 chance of unlocking any door, chest, handcuff, or other lock it is used on.

Crosier of Blood (200 CP, Discount Special Mogeko)- A curved staff that was used by the priest Hasu before it was seized by the sadistic Moge-Ko. Reflecting the Mogeko belief that the dead shall "return to blood" to reach Paradise, the staff converts any flesh it touches into blood. Whether this tool is used for killing, healing, or torture is up to you.

Rocket Launcher (300 CP, Discount Special Mogeko)- A large, handheld rocket launcher that you can carry and use no matter your size. The rocket launcher is enhanced by magic such that it will critically hurt weaker opponents while stronger ones (even those at the level of gods) will be temporarily stunned. The rocket launcher is really flashy, and covers the whole area in blinding light, allowing for quick getaways. The rocket has an unlimited ammo. However, the weapon qualifies as a magical weapon, and abilities that protect against magic will also defend against the rocket.

Big Knife (400 CP, Discount Special Mogeko)- A large knife that is perfect for killing and mutilating Mogekos in a single blow – and other things, too. If someone is completely unguarded against your attack and unaware of the danger to begin with, you can use the knife to kill said person on the spot. Doing so requires multiple slices that often make the victim scream in pain, but it will all be over in just a couple of seconds. Does not work if the target is at all prepared for an attack, or preparing to attack you in turn. Keep in mind that as long as the first strike hits, the target will die and will be struck by any subsequent blows, but this will only happen if you fulfill the knife's desire for blood and attack with the intention of following up with additional slices. Any body, living or dead, that is attacked in such a manner will be completely destroyed, with no physical remains.

Chapter 5 ~ Companions



You're on your own in this, kid. Don't expect to be able to import any buddies to save you now that you're here.

But tell you what – if you can find someone willing to help you and can make it to the end with them, they can join you as a companion. But don't get your hopes up; the castle likes to shatter such bonds at the most poignant of moments.

Chapter 6 ~ Drawbacks



What, you're wondering where the choice points are? Tough luck; you could have gotten a bunch for free if you just got off and went to the next jump, but you're going to have to work for these ones.

If you want some money, you'll have to earn it through some drawbacks; take as many as you think you can handle.

More than a Title (+0 CP)- All of the works produced by *Mogeko* (the user name of the producer), including *The Gray Garden* and *Wadanohara and the Great Blue Sea*, are now part of the larger universe surrounding Mogeko Castle. If any of them are jumps, things you have done in those jumps will have ramifications on the gauntlet and vice versa.

End of the Line (+0 CP, Mandatory)- Until you complete (or fail) the gauntlet, you cannot leave the strange world that Mogeko Castle is in. You are locked out of your Warehouse, and any teleportation abilities and items that you have outside of those purchased in the gauntlet will only allow you to travel 50 feet or less in a horizontal direction.

A Normal Victim (+0 CP, Mandatory if Make of an RPG is not taken)- Mogeko Castle generally targets normal people, since they are easier prey. All of your abilities beyond the capabilities of a normal human have been locked or reduced to an equivalent level for the duration of your little adventure. The drawback does not restrict abilities purchased in the jump.

Make of an RPG (+0 CP, Mandatory if A Normal Victim is not taken)- Okay, you can keep your special powers, but we're going to up the ante in the game to make things more even. Whereas the game before was mostly a simplistic walk-and-run style of game that happened to be built on the RPG Maker platform, Mogeko Castle is now a true RPG in its own right. The floors and enemies have been adjusted accordingly to be a fair match for your range of abilities, and you will have to fight your way to the top to win. I might also want to add that RPGs tend to have a final boss or two.

Poor Graphics (+100 CP)- The world here just seems…cheap, like a very low-budget game. Won't make the fates awaiting you any better for you, though.

Sin of Lust (+100 CP)- The Mogekos embody all of the seven deadly sins, and they first and foremost embody lust. You are now filled with boundless lust, such that you search out anyone who can satisfy your urges, whether they want it or not.

Sin of Gluttony (+100 CP)- Mogekos are also incredibly gluttonous. You love to eat, and will gorge yourself on food at any opportunity, even if doing so leaves you vulnerable to attack. It also means that you may try to eat inedible things like breadboards or bread with potassium cyanide, or eat and eat until you barf…or worse.

Sin of Greed (+100 CP)- Mogekos are greedy little things, taking whatever they can without even asking. You are incredibly greedy and when you want something, you will not hesitate to take it.

Sin of Sloth (+100 CP)- Having few if any responsibilities, Mogekos tend to be rather carefree and lazy. You have difficulty getting yourself to get anything done, even when you know that you are in danger.

Sin of Envy (+100 CP)- Whenever someone has something you don't, you get incredibly jealous, leading to conflict and maybe even murder. This makes it particularly difficult to cooperate with other people.

Sin of Wrath (+100 CP)- Perhaps this is what the Mogeko have inherited the most from their creator. You seek violence as the first option even in minor conflicts, and when you are upset with someone you will go out of the way to hurt the target, even if it means hounding them for hours on end or trying to blow up the whole castle.

Sin of Pride (+100 CP)- You are highly arrogant, thinking that you always know the truth of the world and that there are no other possibilities but the ideas that you have. Such is the self-destructive nature of the castle, leading you to ruin…

Coward (+100 CP)- You are quite cowardly and afraid to take any risks. Sure, it might encourage you to stay ahead of your pursuers, but you'll need some courage if you really want to escape the castle. Plus, whenever there's trouble you tend to just mope around and be a general crybaby.

Hay Fever (+100 CP)- You have a very stuffy nose that significantly reduces your sense of smell – and every sense is critical if you want to stay ahead here.

Translation Error (+100 CP)- Now everyone speaks in Japanese; incidentally enough, you have forgotten any knowledge you have of the language.

Escort Excitement (+100/300 CP, Cannot Take Queen of the Castle)- Turns out that Yonaka, the protagonist of the game, was sitting in the train alongside you.

Now both of you will have to overcome Mogeko Castle together. Unless Yonaka survives and reaches the top of the castle with you, you will fail the gauntlet. To make matters worse, Defect Mogeko's already been executed, so it's up to you to make sure she gets home safe (and you might want to do something about her brother). For an extra +200 CP, Yonaka keeps doing stupid and suicidal things, such as trying to press big red buttons that are clearly going to let loose all of those Mad Mogekos from their cages right behind you.

Slow Runner (+100 CP)- You tend to move rather slowly, which can be a problem when there are a bunch of Mogekos hot on your tail.

Prosciutto Puzzles and Torturous Traps (+200 CP)- The gameplay style of the castle has been enhanced to allow for a variety of puzzles and traps throughout the dungeon. You can use some of these to your advantage, such as by solving puzzles to unlock bonuses or deploying traps against Mogekos, but they can also be used against you to slow you down or hurt you, which could be all it takes to get caught.

Playback Glitch (+200 CP)- It seems like there is a glitch in the game's runtime, so that things occasionally…stagger and stutter. These brief time freezes won't slow you down, but they are rather disorienting, so be careful not to lose your concentration on staying alive!

Poor Hider (+200 CP)- Whenever you try to hide, you tend to pick silly places that are pretty obvious to searchers.

Brain of a Mogeko (+200 CP)- Which essentially means that you are a complete and utter moron. Seriously, the idiocy that the Mogekos get into…

Clumsy (+200 CP)- You have a tendency to stumble and trip on occasion. This is sometimes comedic to watch, and other times tragic as you slip up at the most inopportune moment.

Unleash the Madness (+200 CP)- The Mad Mogekos, as indicated by the blood on their faces and their terrifying howls, are extremely dangerous and violent. Fortunately, nearly all of them have been locked away in different parts of the castle. Unfortunately, your arrival somehow caused all of them to get loose. On the bright side, they're out to rip anything they find to shreds, so they're just as likely to kill their fellow Mogekos if given the opportunity.

Lost Cell Phone (+200 CP)- You have lost a cell phone somewhere in the castle, and you cannot escape the castle until you find it.

Fire Safety Practice Meet (+300 CP)- The Arsonists of the World have succeeded in their goal of setting the entire castle alight. The castle will remain intact, but the castle will remain on fire until you finish the gauntlet.

Got Smart (+300 CP)- While still lecherous, violent, and gluttonous beings, the Mogekos now are quite smart and clever, so don't underestimate them.

Bad Ends (+300 CP)- On every floor of the castle, there is the potential, depending on your choices, to stumble into a bad end. These dangers are usually pretty obvious, but do not take them lightly. Once you fully complete the requirements for that end, your failure will become inevitable.

No Going Back (+300 CP)- After you pass through certain areas of the castle, you will be unable to ever return to where you were previously.

Kill or Murder? (+300 CP)- The further up you go in the castle, the more your mind will be tainted with a thirst for blood. Whenever you talk with someone, it becomes increasingly likely that you will see all your available options as different variants of "Kill."

Less Walking, More Running (+400 CP)- In the game, there are actually only just a few big chase moments. Now, though, the intensity of Mogekos will be increased, and you will have fewer chances to catch your breath.

Intelligence Report (+400 CP)- The "Mogeko Network" quickly gathers information about their victims, and they have managed to compile a comprehensive report on you, even on your experiences from prior jumps. All Mogekos in the castle are aware of the different abilities and items that you have as well as any weaknesses you are vulnerable to. Whether they have enough sense to use that information is another matter, of course.

You Can Run, But You Can't Hide (+400 CP)- All Mogekos in the castle automatically know your current location, no matter where you are.

Karugamo March (+400 CP)- Oh dear. It appears that you have attracted the full attention of Moge-ko.* Rather than wait for you to reach her on the fourth floor, she will be on your tail from the very beginning. Don't let her catch you – she plays rough and long with her "toys."

Speed Run (+500 CP)- You must reach the top of the castle and complete the gauntlet within five hours – best not dawdle!

One Hit (+500 CP)- No health meter in this game; it's do or die! If you touch something harmful, you instantly fail the jump.

Mofuko Madness (+500 CP)- You have been infected with a Blancfluff Mogeparasite, an insidious creature that gives you the white, fluffy appearance of a Mofuko. All fighting instinct is removed from you as the parasite slowly eats away at your body. Unless you somehow find a cure, you'll die within a month. But at least you'll look very cute.

Eggcitement (+500 CP)- Mogekos grow in vast numbers from small, insect-like eggs that can be implanted into hosts. You have had such eggs planted inside you, and soon the tiny bugs will hatch and begin to breed and devour you from the inside.

Madness Unleashed (+500 CP)- Some of the Mogekos in the castle have been infected by madness and are especially dangerous. A bit of the castle's darkness has infected you, making you constantly bleed and thirst for new blood to tear from your victims. Moreover, if the darkness festers within you long enough, your mind and body will be consumed by chaotic darkness of the abyss.

A Tragic Farewell (+600 CP)- You will befriend someone and find comfort in their presence as the two of you seek to escape the castle. However, your companion will die in front of you before you reach the top of the castle, and the death will deeply shake your psyche.

Path of Falsehood (+600 CP)- You are purposefully naïve, blinding yourself to things you know are true but refuse to admit. The castle will use this weakness against you, and unless you face the truths you may never be free of the nightmare.

Queen of the Castle (+600 CP, Cannot Take Escort Excitement)- You're a little late; Yonaka has already killed all of the Special Mogekos and killed the king. She now reigns as Lord Prosciutto. While quite bloodthirsty and ruthless, she is less lazy and stupid than the previous king, leading to more organized and dangerous tactics. Even Moge-ko has been brought to heel and will carry out her lord's commands without hesitation. Furthermore, Yonaka has greater conscious control over the holy prosciutto magic, and she will not hesitate to use it against you.

Nega-Jumper (+700 CP)- There is now a copy of you in the castle. He or she is the complete opposite in personality and heart, but still has all of the powers you currently have (but not any that have been locked for the gauntlet); fortunately, Nega-Jumper is slightly weaker than you are, but only by a margin. As your antithesis, the Nega-Jumper will track you down to kill, and he or she has critical insights into your heart, allowing your opponent to predict your plans and

movements. The only godsend is that the Mogekos don't want your negative self around either and will try to kill him or her as well; even so, they prioritize targeting you first.

Fictitious Truth (+700 CP)- …Why must everything someday break apart? Do you even know what is waiting for you after you escape? Should you reach the top of the castle, you will seemingly escape the castle and find one of your closest, dearest companions waiting for you. However, he or she has gone mad and will seek to butcher you. You will need to kill this precious person of yours to complete the gauntlet, however much it breaks your heart.

The Nightmare Never Ended (+800 CP)- Well, you have reached the end of the story, and it was a happy ending…for the Mogekos, that is. After you overcome the castle, you will actually be in a coma under the "loving" care of King mogeko himself. You will have to break free of the nightmare again, once and for all!

Chapter 7 ~ Fin ~ Path of Paradise



Well, you somehow managed to overcome all of the nightmarish tricks of the castle, and it is time for you to earn your rightful reward. You have taken King mogeko's place as the ruler of Mogeko Castle, and just like him the castle now bends to your will. You can alter the various environments and designs within the castle to whatever suits you best.

All of the Mogekos are now zealously loyal to you, hailing you as "Lord Prosciutto", and will do anything you command; you are also able to create Mogekos on your own, and even make new kinds with enough work. Any buffs and changes to the Mogekos from drawbacks can stay or be returned to normal levels as you like, and you may be able to find other ways to modify them further over time.

Mogeko Castle normally remains in a separate dimension connected to your Warehouse. With enough effort, you can manifest the castle at a location of your choice within a jump. Also, just as the castle once drew you into the nightmare, you now have the power to pull other "guests" to your domain.

Your ascension gives you some degree of control over prosciutto magic, and if you already purchased prosciutto magic your prosciutto power is elevated to a divine level.

Notes

If you want a little extra help, here are a few helpful hints.

Introduction to the Madness- *Mogeko Castle* is a free RPG Maker computer game made by *Deep Sea Prisoner*, who also goes by the alias *Mogeko*. The horror-themed game revolves around a high school girl named Yonaka Kurai. One day, Yonaka takes the train home to meet her brother, who has returned after a long absence. Not quite yet to her stop, Yonaka dozes off for a bit.

When Yonaka wakes up, she finds herself alone on the train, which has reached the final stop: Mogeko (?!). After investigating the foreboding train stop, Yonaka takes the exit into the woods, and is immediately assaulted by a pack of Mogekos – catlike goblin monsters who love to rape high school girls (and just kill/rape in general). Desperate to escape, Yonaka enters Mogeko Castle, only to find herself locked inside.

The interior of Mogeko Castle is like a dream world, with many strange environments you wouldn't find in a normal castle. A few Special Mogekos help her as she tries to reach the seventh floor, which apparently holds the key to getting home.

However, between mysteries and tragedies in the castle and the question of whether what's waiting for her back home is much better, the nightmare will never end for Yonaka.

The game is pretty simplistic: for the most part, you simply wander around and talk to people until you progress to new areas/scenes (while avoiding triggering bad ends). Once in a while, you get chased by a bunch of Mogekos, with your only option being to run away and try to stay ahead of them. Fitting with the horror/running style of the game, the gauntlet challenges you to, like Yonaka, ascend to the top of the castle to escape with only limited powers/resources.

Mogekos- A Mogeko generally looks like a short, bipedal cat with yellowish fur. It may look a little cute, but don't let that fool you. The Mogekos are vicious perverts, and when they aren't chasing high school girls they are killing each other over minor slights or through stupid ideas. Any Mogeko under the current regime who voices contrary ideas, such as not liking prosciutto or not being interested in high school girls, is arrested as a "defect" and executed on a daily basis.

This high mortality rate may be all that is keeping the Mogeko population within reasonable levels (still in the hundreds). Mogekos breed through eggs like insects, and more Mogekos are constantly hatching to replenish the population.

While small, weak, and stupid, Mogekos more than make up for it in their sheer numbers. Plus, some Mogekos have special abilities that make them particularly dangerous. On the other hand, while violent and perverted to dangerous extremes, they are rather carefree creatures who often forget to hunt in favor of napping or feasting until they puke.

Moge-ko- Moge-ko seems to be an ordinary, cheerful, teenage human girl. That is, until you notice the Mogeko fur on her head, or the malicious glint in her "innocent" grin. She was created by the Mogekos as the perfect girl – with the ingredients of candy, tabasco, and everything neat; unfortunately, the Mogekos got lazy with the candy, and decided to just use concrete instead. The result was a vicious and clever psychopath who makes Mogekos tremble in horror. Even King mogeko is wary of her power. She is smarter than most Mogekos, and bides her time to strike at the right moment. She can stalk her prey unnoticed for hours before appearing right in

front of them, and has the magic dispel ability (see *Moge-Ko Shield*). Most importantly, out of all the inhabitants of the castle, she is by far the most sadistic, toying with her captives for days on end before ever giving them the mercy of death.

Mogeko Castle- Mogeko Castle exists in a separate dimension of its own, with some portals to that jump's earth but only in certain places. Once you take control of the castle, it remains in a pocket dimension connected to your Warehouse. While teleportation abilities can be used within the dimension, powers that open portals between dimensions are blocked, forcing people to rely on the few portals existing in the castle to exit. However, after someone visits Mogeko Castle and finds a way back out, it becomes much easier for that person to travel to and from the castle by his or her own initiative. Also, once you are in command, you can potentially create additional portals as you see fit.

The castle is huge even on the outside, but the interior is even bigger, as it is spatially distorted to contain practically a whole world of its own. For instance, while parts of Floor 2 look like normal hallways in a castle, the floor also contains a fluffy cloud garden and a bloody plain/desert, both of which seem to stretch on forever. When you become the king of the castle, you can manipulate the castle's interior to change the different features of the floors, add new spaces, and even switch around the arrangement of areas.

Despite being in a separate dimension unless you summon it to the outside world, the castle has the power to draw in people from the outside world to the castle (please note that this only accounts for worlds accessible in whatever jump you are currently in). The castle usually functions on autopilot to draw in people on the verge of "ignorant suicide" – people who are heading toward imminent doom yet refuse to acknowledge the danger. As you are the heart of the castle, you can fiddle with the system to also draw in specific individuals outside of those parameters, assuming that you have personally encountered them and can find their location in the outer world.