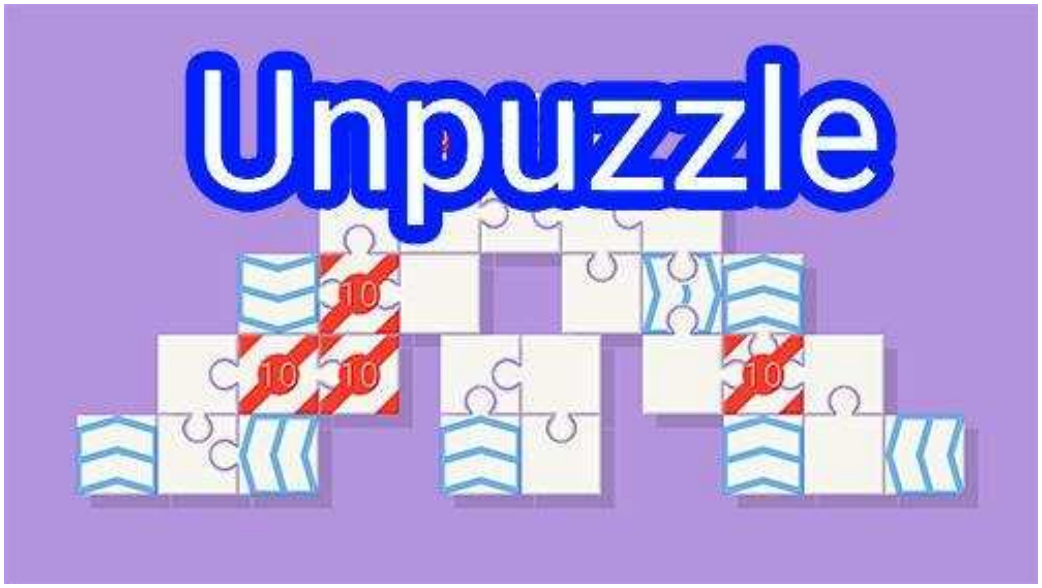


A gauntlet by Pionoplayer

Hello jumper. I know you're probably a little wary of anything with "gauntlet" in the title but don't worry too much, this one will be short and fairly low stress. You've just been sent in for some "cognitive enrichment".

Basically your benefactor wants you to take some time to cool off from all your superpowered stunts and do some puzzles for a bit. Some jumpers aren't willing to stop and recollect themselves at low power without an incentive, so a few of the more concerned benefactors had me put this little thing together.

First off, it *is* a gauntlet, so all perks, items, and properties except the ones from your body mod will be sealed off for your time here. Second off, there's no great adventures here, all you'll be doing here is relaxing and playing through the levels of a puzzle game.

The game in question is called Unpuzzle, consisting of around 150 levels where you are given a set of jigsaw style tiles to pull apart. You can only pull away from connectors, not sideways, but as pieces are removed other pieces can be pulled out from the group until all of them have been removed, completing the level. There are other mechanics and tile types as you progress further, but that's the basic gist.

There's no failure here (unless you take a particular drawback or give up I guess), so just take the time to chill out, relax away from your responsibilities, and do some puzzles to get your baseline brain churning. You have **0 CP** but can gain more through our small selection of drawbacks.

Drawbacks:

Take as many as you like, but try not to stress yourself out too much.

Timer (+100 CP): So let's get this out of the way first. If you really want to make sure you don't get yourself cooped up in your room for forever, or just want some easy CP, you can apply a time limit. You gain 1 hour of time for every level required of you. That's a smidge under six and a half days at base, but it'll increase proportionally if you take any of the drawbacks that increase the level count. Plenty of time to do everything *and* mess around on your own.

Crunchtime (+200 CP, requires Timer): Or if you only want to focus on getting your puzzles done and getting out, this will reduce the time limit to 10 minutes per puzzle. Assuming you spend 12 hours a day on rest, eating, and other such activities you'll have 5 minutes left for each level. And honestly? That's plenty for just about any of them.

XR (+100 CP): Unpuzzle actually has two sequels! For a hundred extra CP you can add UnpuzzleX and UnpuzzleR, with the same number of levels as the original each, to your list to bring the final level count to 450.

Community Levels (+100 CP, requires XR): Unpuzzle didn't have a community level creator, but a lot of other flash puzzle games did, so we'll pull levels from alternate versions of the Unpuzzle franchise to simulate that. This will dectuple your level count, up to 4500, and contain a bunch of levels that make use of mechanics mixed together that only showed up in different games in the series from each other originally.

Endless Variety (+100 CP, requires Community Levels): Do you really, *really* like playing Unpuzzle? You could always multiply your level count one last time, this time by 12 for a total of 54,000 levels to complete before you move on. For reference, if you take this with Crunchtime you'll have a little more than a year to finish them all. If you take this you'll see a bunch of level mechanics, layouts, and combinations that never existed in the originals to keep it all fresh as you go.

Jumbo Jigsaw (+100 CP): Normally the levels are all fairly small and simple. There might be one or two bits near the start or middle where it's a bit tricky to figure out which pieces can actually be removed, but besides that the whole thing unravels pretty fast once you know how everything works. If you'd like something a little more challenging, this drawback will make most of the levels significantly larger and more intricate-though not so much that you can't reasonably beat them under the time limit drawbacks.

Restart Level (+100 CP): So a neat thing about Unpuzzle is that there's no such thing as a bad move. Every puzzle piece you remove makes things easier to pull out and moves you closer to your goal. Nothing can force you to restart a level, no mechanics are involved that might make removing other pieces impossible if taken out in the wrong order. This drawback changes that, some of the mechanics you encounter will require you to actually problem solve to not have to start over. For your sanity, this will also add an Undo button so you don't have to restart every time. Additionally, you get an extra 100 CP if you take both this and Jumbo Jigsaw because of how they make each other worse.

Mobile Port (+100 CP): Normally you'll be playing this on a big electronic tablet, or on a nice easy to handle wooden puzzle board. If you want a little extra CP, you can reduce those in size greatly. The tablet will become a rather small mobile phone and the puzzle boards will become small enough that the individual pieces are about the size of a thumbnail. Small enough to be fiddly and maybe annoying sometimes but not *difficult* to use.

Purchases:

Access (Free/100): How you'll do the puzzles. By default this is just an unbreakable electronic tablet with a generic OS and the game downloaded on it, but if you prefer something more tactile you can also receive a little wooden puzzle box with a fancy mechanism to set up the puzzles for you to do by hand, and the two methods will stay synchronized so you can switch between them as desired. For 100 CP you can keep the tablet and the puzzle box. The tablet is pretty ordinary besides being extremely sturdy though, but the puzzle box comes with instructions on how to make it work for other kinds of puzzle games like solitaire or sudoku.

Your Room (Free/100/200/300 CP): Where you'll be staying. By default this will be a simple but clean and cozy hotel suite with a bedroom, bathroom, and puzzle solving/reading nook. The front door leads to a short hallway with no other doors that ends at the lobby. You'll find various basic but well made continental breakfast items freshly spread on a dining table in the lobby whenever you go out there, so if you're hungry or thirsty all you have to do is go out. For 100 CP you may upgrade this to a higher end hotel room with more space, comfier furniture, and a variety of on request restaurant grade food out in the lobby. Or for 200 CP instead you can upgrade it to a full luxury resort grade, with other amenities outside the lobby like a pool and gym, extra rooms in the suite, and michelin star chef grade food offerings of any mundane cuisine type you've heard of and can safely eat. For an extra 100 CP unrelated to the other two, you can keep this hotel space as a warehouse attachment after the gauntlet ends, with enough rooms and lobby expansion for you and all your companions. Rooms are automatically tidied when no one's watching regardless what version of this you take.

Phone A Friend (100/200 CP): Sometimes puzzles are better with a friend. For 100 CP you may bring up to two companions with you into the gauntlet, and for 200 you can bring in up to 8. Your companions cannot take drawbacks or purchase anything and are also reduced to bodymod, but they get their own rooms in the hotel and can help with you with the puzzles.

Focus, Man (100 CP): Sitting down and keeping your attention on one task for a long time can be difficult, so have this. This perk reduces your difficulty handling extended tasks, and makes you better able to focus in general as well as giving you cabin fever immunity.

Auto-Hygiene (100 CP): Having to stop for cleaning is annoying even when there's plenty of time for. This perk makes it so that your body and clothes clean themselves automatically and passively throughout the day. Sweat and grime won't build up, even during heavy exercise, and

your hair, nails, and teeth will stay nice and shiny all their own. Heavier duty stuff like falling into mud or getting paint all over yourself will need actual attention though.

Rest And Relax (100 CP): This is something of a short vacation jump, so take advantage of it. This perk makes it easier for you to relax in general when you have the opportunity, and makes you better at subconsciously settling your mind and body when given the opportunity to focus on stuff that's less high octane than your usual jumping fare.

Get Some Shuteye (200 CP): If you really *really* want to do puzzles and something like sleep is getting in the way, you can take this. This perk reduces your sleeping requirements to 2 hours a day, and guarantees that you will never have sleeping troubles again. You'll sleep soundly, but wake up when there's things that you actually would want to wake up to.

Unpuzzle Master (200 CP): This is quite against the spirit of this whole thing but fine. This perk gives you the skill and talent of a veteran puzzle master. Lateral thinking, observation skills, all of that.

Quick (200 CP): Sometimes you just want to go faster. You now think twice as quickly, move twice as quickly, and react twice as quickly as you did before without any loss in dexterity or precision. All of these come with the subtle mental adjustments you need to keep up with yourself and not drive yourself crazy by overthinking your reactions.

Rewards:

There are two rewards you may receive from completing this gauntlet. The first is guaranteed. The second will be yours only if you took 500 or more CP worth of drawbacks.

Home Page (guaranteed): In case this turned out to be helpful for you, you may, when leaving any future jump, choose to come back here. You may choose whether or not gauntlet depowering is active, choose to have a different type of puzzle chosen that Unpuzzle's, and may choose to activate or deactivate any of the drawbacks. You may not make new purchases here (though you benefit from any you made this first time), but you DO have the ability to leave early and head on to your next jump/between jump downtime whenever you like during your return visits. The opportunity to slow down and simplify is good for everyone.

Repuzzle (+500 CP in drawbacks required): This is a large electronic tablet, similar to the one you solved unpuzzles here in the gauntlet. Its function is puzzle generation. By giving it any set of puzzle rules/standards, or uploading an existing puzzle game to it, it can endlessly generate new puzzle levels of that type instantly whenever you like. It can do so to various criteria such as difficulty, size, complexity, and requiring or excluding certain puzzle elements, and with puzzle types that have special level specific mechanics it can generate new ones to continue enabling and generating more puzzles. You'll never run out of puzzles to solve again!

Conclusion

Now that you're done here, the gauntlet restrictions are lifted and you should make your choice. If you gave up or failed the time limit drawback you don't get to keep anything... Except for Home Page. Surprise! We meant it when we said that it's guaranteed!

I assume you'll be **Moving On** of course, it generally takes a lot more to make a jumper quit than this.

On the off chance you're really just sick of your benefactor sending you weird places for no reason you DO have the choice to **Go Home**.

...Wait, you don't really want to **Stay Here** do you? I mean, I guess you could, we pretty much generate the hotel from scratch every time, but you'd be stuck with just a dinky hotel hallway and your own warehouse for basically forever? Okay man, whatever works for you I guess.

Notes:
Cool cats don't *trips and faceplants straight into the asphalt*