WE WERE HERE

JUMPCHAIN

In the depths of Antarctica, four people on an expedition have run into some serious difficulties. Separated from their camp and close to freezing, they resort to splitting into pairs to search for shelter. The first pair will soon come across Castle Rock, a seemingly endless structure where they will be trapped and forced to partake in a range of potentially lethal puzzles to escape. Taking on the roles of the Explorer and the Librarian, one will have to risk life and limb while the other tries to provide crucial information through an old walkie-talkie. Rising water levels, a maze, and a theatre production staged by a deadly marionette will all bar them from escape, with only their teamwork keeping them alive. When they reach the end, they'll find themselves faced with the hardest choice yet.

Next, the second pair will arrive, following the flare set off by the first before they realised the danger of their situation. These two, taking on the role of Lord and Peasant, will be trapped with their own host of puzzles and dangers: battle simulations, slowly encroaching walls, and the reproduction of a strange ritual which took place long ago. When the time comes, they may, like the king whose spirit still roams these halls, have to make an ultimate sacrifice of their own.



You will be taking the place of one of these brave souls. To that end, you may have the following:

+1000CP

SCENARIO - GAUNTLET-LITE (OPTIONAL)

Since this game is all about solving puzzles and staying one step ahead of the lethal obstacles which follow you, there would be pretty little of interest here to a jumper who could just brute force their way out of any danger. With that in mind, you may optionally take this scenario to treat this jump somewhat like a gauntlet.

You will retain the 1000CP starting balance and still be able to take drawbacks as you like. However, now none of your perks can save you from having to solve each puzzle and nothing will stop you from being threatened by any time limits imposed by your captor. Your abilities (and those of your companions) have been significantly dampered, with your intellect capping at genius and your strength and endurance nothing beyond a bodybuilder. Unlike a regular gauntlet, you will also find that a failure to survive the scenario is a chain fail, with your soul left to wander the halls of Castle Rock like all those who came before you.

With this scenario, there's no two ways about it. You and your companion will have to fight tooth and nail to stay alive. On the bright side, there will be rewards for completion, which will be detailed at the end of the document.

COMPANIONS

Partner (Free) - A bit early for this option? Nonsense. This is a game all about cooperation, and you'll have little luck with the puzzles without a friend to guide you through. You may freely import a companion here, and they will take the opposite role to the one you choose in the following section. Explorer and Librarian are counterparts, as are Lord and Peasant. They will then have 600CP to spend with the appropriate discounts, and in the end they will enter Castle Rock alongside you. Their presence will be the difference between life and death, so choose someone you can trust. If no one fits that description, you may take the canon partner instead, an expedition member with very few predefined details. Their face and personality are up to you to determine, and if they survive they may join you as a companion. Just be aware that that is a big *if*.

ORIGINS

You may choose a single origin, which also determines the origin of your Partner, as explained on the previous page.

Explorer - I hope you trust whoever is on the other side. As the Explorer, you'll be the one facing death at almost every possible turn. Platforms which release spikes if you step through in the wrong order, water which slowly fills the room as your partner flicks through books for answers, an icy death out in the courtyard and more awaits you in this role. Some people would say that following instructions is the easier role, all things considered. Those people have never tried to enter a four-digit combination while being pushed towards a spikey end.

Librarian - A little less imminent danger for you, although far from none. You're the one with the information here, the one with the maps and the hefty tomes and the strange symbols which may or may not correspond to what your partner is seeing. It will be up to you to give instructions, to figure out exactly what your friend is looking at and guide them through the danger which your intel indicates they're facing, even if they aren't aware of it themselves. Communication is key, jumper.

Lord - You may be stuck in the more opulent parts of the castle, but don't think you'll have it easy with this role. With access to privileged information and insight into the dangers ahead, it will be up to you to guide the Peasant as they do the legwork to keep you both alive. Being a Lord is all about giving clear orders without hesitating when the clock's ticking. With that said, one wrong instruction into your walkie-talkie, and they'll be dead and you'll be trapped for all eternity. No pressure.

Peasant - While the Lord sits at his throne, the Peasant toils away. It's a tough life in this role, as you're forced to sprint round mazes, piece together fragments of glass and whatever other labour your Lord requires of you. Work together to make the right moves and both earn your freedom, until you reach the point of the final sacrifice. History repeats itself, I suppose.

PERKS

You receive a 50% discount on perks under your origin, and the 100CP perk for your origin is free.

Antarctic Odyssey (100CP, Free Explorer) - You're a great swimmer, capable of moving through the water at high speeds and diving deep below the surface with little trouble. Your stamina is also unmatched beneath the waves, and you could swim for hours or tread water indefinitely if you so desired. And perhaps most importantly for what is to come, you can hold your breath for far longer than your average person, hopefully long enough for your companion to figure out how to drain those pipes and give your legs and lungs a well-earned break.

Spatial Awareness (200CP, Discount Explorer) - This place is like a maze, and it would be easy enough to get lost in its sprawling halls. When it comes down to it however, you'll find that you can easily retrace your steps through these indistinguishable halls with a highly impressive degree of recall. It's as though you had a mental map in your head which fills out as you pass through each new room, allowing you to easily remember where everything was and how to get back there.

Killer Performance (400CP, Discount Explorer) - Have you ever tried to stage a play while a killer doll slowly approaches from the stands, getting closer and closer as you progress through each scene? Well, if not, that may be about to change. With this perk, no matter what horrific pressure is mounting on you, no matter how close you brush to death, you'll always be able to keep your cool, focusing on the task ahead of you and keeping your hands steady when it matters most. Stay calm and Don't. Turn. Around.

Vlad the Impaler (600CP, Discount Explorer) - The Librarian tells you to take the platform directly in front of you. You lift your foot off the ground and feel a chill go down your spine. You ask if they're certain, and, sure enough, they realise their error and tell you to take the platform to your left instead. You have a kind of sixth sense for danger, giving you a warning right before you make a decision that will lead to your death. This power has a cooldown and won't allow you to speed through Castle Rock with guts alone, but it will provide a bit of security for the occasional mistake that would otherwise end with those guts of yours leaking to the stones below.

Grandmaster (100CP, Free Librarian) - Chess is one of the oldest games in existence. Your expertise in this ancient art is second-to-none, and your skill at chess is equal to a low-level Grandmaster, with the potential to grow even greater with practice on your part. This might seem irrelevant to an expedition in Antarctica, but in time this particular hobby might just come to save your life.

Dungeon Master (200CP, Discount Librarian) - Communication is the difference between life and death here. Thankfully, you have a talent for painting a picture with words, describing scenes in such vivid and precise detail that anyone listening could perfectly picture what you're looking at, whether you're describing an intricate painting or one of half a dozen nearly identical runes. If you get out of here alive, this perk would make you one killer Dungeon Master.

Guiding Light (400CP, Discount Librarian) - Your companion needs to find a single exit in a sprawling maze and time is running out. It's at this moment that you'd notice the corner of a map sticking out from under the table. You have a talent for finding useful information right in the moment when you need it most. It won't always be straightforward - expect lots of abstractions and riddles - but so long as you can figure out what each piece of intel is trying to tell you, you'll stand a much better chance of facing whatever threat is coming up. Forewarned is forearmed.

Fools' Mate (600CP, Discount Librarian) - A puzzle can seem overwhelming at first glance. Dozens of moving parts and seemingly unrelated pieces which must be understood in conjunction in order to progress. If there's one thing you're good at, it's handling such problems efficiently. You'll always know where to start, how to quickly take in and sort information, figure out exactly which components relate to which aspects of the puzzle, and so on. This organised and efficient approach also applies to other endeavours, allowing you to digest complex subjects and intellectual pursuits with the best results for the time you put in, learning new concepts in a fraction of the time it would usually take.

Occultist Calling (100CP, Free Lord) - You have what can best be described as a passing knowledge of the occult. You can't perform any rituals yourself, but you could look at a salt circle and identify at a glance if it was designed to keep something out (or to keep something in) and whether it was successful at doing so. When it comes to actually learning these rituals for yourself, this knowledge base makes doing so significantly quicker and less painful, particularly when the instructions assume prior familiarity with the mystic arts. This perk will also update with each jump to include a passing knowledge of that setting's equivalent to the occult arts of this world.

Gordian Knight (200CP, Discount Lord) - Warfare is a complex field in which a single mistake can spell utter disaster for either side. When it comes to battle strategy, you are both highly skilled and deft at avoiding any of those critical errors of judgment which less experienced generals are prone to. This talent as a tactician also applies to simulated conflicts and leaves you with a strong baseline skill in tactics-based games and other strategic scenarios which may arise outside of combat.

Ascending Acuity (400CP, Discount Lord) - A lot of your job here comes down to the ability to give instructions. When you do so with this perk, you'll find that the meaning behind your words are always understood without any confusion or misinterpretation from the other side. No matter how garbled your speech or disjointed your orders, those around you will always be able to understand the gist of what you're getting at, as though you had explained it clearly and concisely. This also allows you to communicate large amounts of information very quickly, by speeding through the important details and glossing over as much as you can get away with, with little effect on comprehension.

Esoteric Etymology (600CP, Discount Lord) - Riddles and cryptic messages are your specialty. You are so skilled at interpreting the meaning behind puzzling words that they might as well be written in plain English as far as you're concerned. A quick skim of a riddle will give you the answer you seek, while even vague prophecies and deliberately misleading words will easily open up and reveal the truth behind them with a moment's thought. The true meaning of any words are clear so long as you have a cursory understanding of the language they're written or spoken in, and to help with that you can now pick up new languages in mere days if you put your mind to it.

Too Hot To Handle (100CP, Free Peasant) - Whether it's the heat of rising lava or the risk of frostbite in the cold snow, extreme temperatures pose a serious problem here. You aren't immune to the negative effects of such conditions, but you are remarkably able to keep going in spite of such issues. No matter how numb your body is or how much of you has been enveloped in flames, you're able to keep going and ignore your own condition to focus on the task at hand all the way up until you've made it out or are well beyond saving. You're also able to deal with the consequences of such temperatures after the fact, knowing what to do to treat burns or avoid losing your extremities to frostbite once you've made it to safety.

Maze Jogger (200CP, Discount Peasant) - It takes a lot of stamina to run around a huge maze, particularly when you have to do so over and over until you get the timing just right. Luckily for you, you have a nearly endless reserve of stamina when it comes to getting from place to place. You could sprint for hours or hike for days without feeling the effects, although other forms of physical exertion will still wear away at you.

Parallel Peril (400CP, Discount Peasant) - It's important to learn from the mistakes of those who came before. You'll have more opportunities to do so than anyone else, because those who came before now leave a lot more behind. Here you'll find elaborate notes detailing what they intended to do before they died, with conspicuous skeletons letting you know how that went for them. Whenever you're in a place where someone met their end you'll find traces of their presence and actions, whether it be through notes, audio logs, or scratchings in the wall, and by using these clues you can figure out where your predecessors went wrong and how you can avoid making the same mistakes.

Step by Step (600CP, Discount Peasant) - Something dangerous is coming, such as boiling lava or a malicious ghost. Each moment it gets closer and when it reaches you the only possible outcome is death. Luckily, the threat seems to approach in small increments, only gradually speeding up over time and giving you a lot of leeway in which to escape. With this perk, any approaching danger which poses a serious threat now seems to enjoy a particularly slow approach, giving you a great deal of time in which to find a way out and escape, or to fully prepare yourself for a fight. This doesn't work forever, and if you repeatedly run into the same threat you'll find the steps will come at slightly decreased intervals each time, but by then you will have hopefully had the chance to find a more permanent solution.

ITEMS

Items under your origin are 50% off, and the 100CP item for your origin is free.

Walkie-Talkies (Free) - Your means of communication during your time here, and your only hope of making it out of here alive. This pair of high-quality walkie-talkies will never run out of battery, and can always connect to one another regardless of distance or what stands between them. They're also utterly unbreakable, withstanding freezing conditions, being submerged in water, and even contact with lava. Hold it close, and it will almost be like you aren't alone out here.

Snowsuit (Free) - A thick coat, boots, gloves and headgear in a colour scheme of your choice. This equipment is supernaturally effective at withstanding cold and wet conditions, and will gradually repair itself if damaged. Perfect for those times you find yourself stuck in a snowstorm with no hope of rescue.

Expedition Base (200CP) - Your very own base of operations. At the start of each jump you can choose a location to place this giant bunker, and it contains everything you could want for exploration. Plenty of food and running water, a satellite for intercepting distress calls, a map of the region which fills as you explore, and a large vehicle designed for travelling through harsh conditions with multiple fuel tankers.

Soul Stone (200CP) - A mystical object which offers immortality… of a sort. You can seal the soul of a single person who dies in the presence of this stone within, cursing their spirit to remain tethered to the earth. With enough mystical experience, you may be able to summon their ghost at will or tie it to an object like a doll, while without such arcane knowledge their spirit will appear unpredictably, often seeming confused and lost and possibly even belligerent. If you wish to befriend the already dead rather than sealing the living, for each purchase of this option you may choose to have a chance to seal a single one of the ghosts from the *We Were Here* games within the stone, rendering it inert but allowing you to take them forward as a companion.

Castle Rock (400CP) - Your very own version of the series' haunted castle. Every time someone enters this building its layout is entirely different, filled with puzzles and traps for them to try and make their way through. If you so desire, you can adjust the difficulty of these puzzles and even remove the lethality, with those who fail instead being ejected from the premises. This provides a great opportunity for you to train your mind or to test the abilities of others, and after this jump this castle can become a warehouse attachment or follow you into each jump in a suitably remote location.

Paintings (100CP, Free Explorer) - A set of expertly-made paintings with highly unusual designs. A dog with a candelabra for a head, chimeras with human skulls for heads, and various figures with stern looks which seem to stare right at you. These paintings radiate an aura of unease and can make anyone uncomfortable if they're forced to stand in their presence long enough.

Spike Traps (200CP, Discount Explorer) - A set of twenty-five portable pressure plates which can be laid out on any flat surface. Once activated, anyone who steps on them will be impaled by spikes which burst upwards without any warning. If you want, you may set an order in which the platforms can be stepped on in order for them not to trigger their traps, turning them into an elegant home security solution.

Haunted Theater (400CP, Discount Explorer) - An old-fashioned theater perfect for putting on performances. The backroom contains a seemingly unlimited supply of painted cardboard props in whatever shapes and designs you need, and there's a sophisticated lever-based system available for wheeling them on and off stage during a performance. It's perfectly safe, but every so often, when you're putting on a rehearsal or watching a show, you might catch a glimpse of something strange out the corner of your eye.

Chess Set (100CP, Free Librarian) - An enormous chess set, perfect for placing in a courtyard or similarly spacious area. When you play chess with this oversized board, you and your opponent may have the pieces move themselves, simply stating your move aloud and watching the board shift in response for a hands-free game.

Symbol Guide (200CP, Discount Librarian) - A guide to the various runic symbols you'll find in this world and their meanings and significance. This old book updates with each jump you enter to provide information on various symbols of each world you visit, including those which have been kept secret or have been long lost to time.

Cursed Library (400CP, Discount Librarian) - A large library containing almost every commonplace book you could imagine. Dig a little deeper, however, and you'll find it's true use. In each jump, there will be a few new books hidden among this library's shelves, dusty old tomes with blank covers and worn pages. When read, these cursed books will provide you with secret information regarding that world and its events that the library deems to be of use to you. This information will often be incredibly dark and sobering in tone, so brace yourself before you read.

Ritual Supplies (100CP, Free Lord) - This handy ritual kit contains an infinite supply of rock salt, perfect for sprinkling to form pentagrams. It also provides you with unlimited candles, which can be lit or put out with a thought and will never burn out, melt or set fire to anything you do not want them to.

Bloody Crown (200CP, Discount Lord) - The crown of a long-dead king who once tore apart his kingdom on a bloody rampage. When worn, it gives off a powerful aura of superiority and danger, enough to leave your average citizen shaking and ready to obey your orders without fail, terrified of the consequences of letting you down. Whether they're actually in danger is up to you, of course, but with this crown you can guarantee you'll always strike a grisly first impression.

Ritual Chamber (400CP, Discount Lord) - An elaborate royal chamber set up for the preparation of the dark arts. Any kind of magic you perform in here, whether through rituals or spells, receives a significant boost in its power, duration and effectiveness. You also find it much easier to enter a state of calm in this chamber, maintaining your focus while working on magical endeavours. After this jump this room can be attached to a property (matching its style) or become a warehouse attachment.

Stained Glass (100CP, Free Peasant) - A collection of intricate stained glass windows which can be freely installed in any of your properties to bring a bit of clerical beauty to their walls. They're far more durable than they have any right to be, and you can change the designs on them at will if you do not like their default scenes of death and mourning.

Knights' Armory (200CP, Discount Peasant) - A series of standing suits of armour, holding a range of antique but well-kept weapons. These include both long and shortswords, shields, maces, and other implements once used to protect Castle Rock. Use them as decoration, or don the armour and prepare for war.

Incinerator (400CP, Discount Peasant) - This old stone chamber with metal grating is ideal for disposal. With the pull of a lever you can cause the room to fill from below with lava at a speed of your choice. No need to worry about spillage - it's almost impossible for anything to get in or out once you've locked the entrance. You can use this room to dispose of anything that's causing you trouble, or for that matter, anyone. After this jump this room can be attached to a property (matching its style) or become a warehouse attachment.

DRAWBACKS

You may take up to +1000CP in drawbacks.

Dodgy Comms (+100CP) - The signal is terrible here. Whenever you try and communicate through your walkie-talkies, you'll find yourself plagued with issues. Constant static, choppy audio and more will make it a nightmare just to understand what your companion is saying. If you try to use other means to communicate, a similar process will happen - you'll lose your voice for seconds at a time, get a ringing in your ears as they speak, and a range of other issues which make it a challenge just to relay simple messages.

Extended Stay (+100CP) - You didn't think you were getting out of the castle that quickly, did you? Now, you won't just be facing the same challenges as the other explorers. A much longer trial awaits you. You'll be stuck here for four times the stay of anyone who's come before, facing four times as many puzzles before you can finally reach the surface once more. At least they won't ramp up in difficulty, unless you take this next drawback...

Hard Mode (+200CP) - The puzzles here just got a lot more difficult. Identifying symbols through a walkie-talkie? Try deciphering a whole new language. Playing a game of chess? Try beating a grandmaster. Every puzzle you'll face has been made significantly harder, and it will be a much greater challenge to get out of here in good time. At least you'll mostly have time to work through the puzzles in an orderly fashion. Well, unless...

Tick Tock (+200CP) - You'll face a lot of puzzles in your time here, occasionally having to work under pressure to stay alive before taking a breather. Now, the hope of any breaks are long gone, as every puzzle you face is now time-sensitive. Rising lava, walls closing in, temperatures dropping and more will keep you on your feet during each and every challenge, meaning you can never truly get a break until you get out of here for good. Let's hope you last that long.

Comrade Conundrum (+300CP) - As sad as it is to say, your partner here is utterly useless. They'll relay the wrong information, misunderstand basic instructions and otherwise prove their incompetence over and over during your time here. Normally, this would be an annoyance, but here it could be lethal. Cooperation is essential to your survival, and there's nothing worse than having to rely on someone who's just forgotten which way is north.

Marionette (+300CP) - What's that dark figure on the horizon? You have a secret admirer, jumper. A floating marionette doll which you cannot touch or even go near without feeling yourself begin to slip into the void. It will appear occasionally, watching you and gradually approaching. When this happens, it will be up to you to get away as fast as possible before it reaches you and finishes its sick play. It cannot be hurt and it cannot be stopped. Your only choice is to run, but where can you run to when you're trapped in a castle far below the ground?

We Were Here Together / Forever (+300CP) - The end is not the end. Whether you end up escaping Castle Rock or being trapped within its halls, you'll find that a whole new mission must be completed to continue your chain. If you made it to safety, you'll find a distress signal luring you back to Castle Rock to save two more explorers stranded within. Meanwhile, if you were left behind within the castle, the Jester will recruit you to do his bidding, making your way through even more deadly puzzles to fulfil his mysterious ends. Either way, continuing your chain will require you to complete your new mission and get out. But be warned, the spirits of Castle Rock have no intention of letting you escape twice. If you take this alongside the scenario, your initial choice will decide your scenario ending, while this drawback will kick in afterwards.

ENDING

Once you've made it out of Castle Rock, it's up to you what happens next. You can end the jump there and then, or you can stay a full decade up in Antarctica. Regardless, you'll then be able to choose whether to **go home**, to **stay** in this world, or to **move on** to your next jump.

If you took the scenario, you should check out the next page before you go. A range of rewards await based on your decisions.

SCENARIO ENDINGS AND REWARDS

The following applies only if you chose to take on the scenario at the start of the document.

You've reached the end of your ordeal, facing through countless puzzles and finally reuniting with your partner. You make it to the very end and discover… that one of you must stay behind to give the other a chance to escape. It's a terrible choice, but one it seems you have little choice but to make. Depending on what you chose, three outcomes are possible:

Ups and Downs - You made the ultimate sacrifice to allow your friend to escape, staying behind within Castle Rock. Whether you accepted that this was the end or believed in vain that you'd find another way out, your courage and selflessness is undeniable. As you perish beneath the earth you're surprised to find that your chain has not ended, and that your sacrifice has been rewarded with a boon. From now on, others can sense an aura of selflessness that emanates from you and tells them that you are truly an honourable soul. No one ever takes advantage of you as a result of this aura either, and its effects are always unambiguously positive for you. Even so, it can be toggled off at will if you so desire.

Worst Friend Forever - I mean, your life was more important, obviously. What else could you do but take the way out provided. You may have told yourself you'd be back for them, but it was too late. Your partner is dead and gone, and you're left to wonder if there was any other way. Your bittersweet reward for this ending is a supernaturally persuasive ability to convince others to sacrifice their lives for you and your causes, with a silver tongue that makes dying under your orders seem almost appealing to those you bewitch.



Another Way - But what if there was a third option? A way to save everyone. It won't be easy, but if you do more than just solve the puzzles and rush to the exit, if you dive deep into the secrets of the castle and search every nook and cranny with a sharp eye for detail, you might just manage to find a way to get both of you past that gate and to safety. The reward for this ending is not just the safety of both parties, but the ability to reject dichotomies like this that reoccur in the future. Whenever you're in a situation where it seems like there must be a sacrifice of life to achieve your goals, be it the completion of a dark ritual or winning a war, there will always be a way to fulfill your objective without any loss of life. It won't always be obvious, and it'll be easy enough to miss these alternative means if you aren't looking closely, but play your cards right and you can always find another way.

NOTES

- A jump by Greeny. Version 1.0.

- The *We Were Here* series is a lot of fun, and I recommend playing at least the first game with a friend before you use this jump. It's free, short and well worth your time.

- The *Worst Friend Forever* ending is deliberately ambiguous in whether a companion left to die returns in the following jump as usual or not. That's left up to you - it's your chain, choose based on what suits your goals and makes for an interesting story.