GMOD WONDERWORLD

https://www.youtube.com/watch?v=x7ZrKehQ_xc



Welcome traveler, to Wonderworld.

I understand you've been selected by your benefactor for something special. A vacation, perhaps? An adventure? Well, I have good news and bad news. The good news is that Wonderworld is indeed a theme park of wonder, excitement, and unforgettable experiences. The bad news is that our definition of "unforgettable" might differ from yours.

You see, I've spent considerable time and resources creating this particular corner of reality. What began as a simple concept evolved into something more sophisticated.

You'll find the park unpredictable. The attractions have a tendency to malfunction in spectacular ways, the rules are a bit fluid, and the other guests can get a little frustrated.

hello?

can you hear me?

my name is daniel. this is wonderworld.

ok. someone called a benefactor sent you here. for a jumpchain.

this is a theme park i made. i started it a long time ago. it is a place with rides and attractions.

i had an idea for it. guests would get stuck at the gate. then they would get in to review the park. but everything inside would be fake. like a movie set. that was the first idea. it is more sophisticated now.

the attractions are designed to work a certain way. most of them are fatal. or they trap you. the hotel does this too.

let me tell you about the rides.

there is a haunted mansion. there is a puzzle to get out. there are clues on the walls. the clues are random scribbles. they do not mean anything. you are trapped until you leave the server.

there is a rollercoaster. after a while, the cart will jump off the rails. if you are on it, you will die.

the park trams drive into an area with turrets. the turrets will shoot you until you die.

the ticket to heaven is completely inaccessible because the bridge leading to it is not solid. it's just a series of props put there to trick people into heading over there to go on the ride.

the ferris wheel is just a cardboard cutout that drops down and kills whoever gets close to it.

there is also mr. bones. he has a riddle for you. you should try to solve it.

ok. now the rules. you can buy things. perks. items. there are also companions. the companions here are interesting.

the park works on a simple idea. you feel like you are about to get in, but there is an obstacle. an intercom that doesnt work. a ride you cant get out of. a hotel you get stuck in. it is designed to give you hope. and then that hope goes away.

i have admin powers here. i use them to see what happens. i am not malicious. i am just watching.

so welcome to wonderworld. everything is working as intended.

alright.

are you ready to start?

DURATION

Unlike other worlds you may have visited, you may choose how long you would like to stay in Wonderworld.
This determines how much cp you start with.

Ten Years

(Normal Mode)

+1000 CP

The full jumpchain experience. The park is constantly changing and growing, so you won't grow bored. However, this also means that you'll need to stay vigilant for your entire time on the plane. Places that were safe the day previous might not be the day after. A familiar face is an enticing target for the owner of the park to mess with.

Halloween Special

(Gauntlet Mode)

+0 CP

You visit Wonderworld for the singular day of October 31st. You have no starting CP, but you can take drawbacks.
If you would chainfail here, you instead forfeit any perks and items you purchased here and continue on your chain without consequence.
For **+500 CP**, you have a season pass to Wonderworld and will be staying at the hotel while visiting the park throughout the entire season of autumn.

Honorary Investor

(Joke Jump Mode)

+1000 CP

You are considered one of the investors from the dnsl games and are given special treatment. You may choose to experience the park yourself, or simply spectate as others suffer in your place. You are given total godmode and even have access to the admin console.
No matter what happens, you cannot chainfail. However, you cannot bring anything purchased in this jump with you on your chain.

ORIGINS

Choose one of the following origins to determine your background.
You can choose to enter with memories appropriate to your origin, or take any background as a Drop-In with no existing memories or history.

Drop-In (Free)
You arrive as yourself, with no memories or connections to this world. You appear at the gates of Wonderworld with full awareness of what you're walking into.

Park Guest (Free)
You're one of the unfortunate visitors who came seeking entertainment but found horror instead. You have memories of arriving at the park expecting fun.

Park Staff (100 CP)
You work at Wonderworld, maintaining the attractions and "helping" guests. You understand the park's true nature and have been desensitized to its horrors.

Bot (100 CP)
You are not human: You are a bot. You have 0 ping and can manipulate events to drive people insane. You're part of the park's management system.

PERKS

The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

=== Drop-In Perks ===

Can You Hear Me? (100 CP)

You are untainted by the cynicism and frustration that plagues the other players. This allows you to approach challenges with a clear head, and you are more resistant to psychological manipulation. No matter how hard you are yelled at, or how absurd the situation is, you can maintain a calm, monotonous tone of voice. This tone has a way of drawing people in and making them pay attention to you.

I'm Just Watching (200 CP)

You possess an uncanny ability to remain emotionally detached from chaos around you, treating everything as entertainment rather than reality. Horror becomes comedy, despair becomes fascinating, and you find yourself genuinely amused by situations that would break most people. This detachment protects your sanity but might make others question yours.

Sorry, I Was On the Phone (200 CP)

You can convincingly fake connection problems, lag spikes, or graphical glitches on command. If you are in a situation you find undesirable, be it a boring conversation or an imminent threat, you can simply vanish. To all observers, it's as if you were never there to begin with, leaving them confused and with a strange sense of missing time. You reappear a short distance away in a place of relative safety, as if transitioning to the next scene. In digital worlds, this is literal; in physical ones, people somehow accept your sudden "disconnect" as normal.

Is This an NPC? (400 CP)

You excel at making people question what's real. Through subtle inconsistencies and uncanny behavior, you can make others doubt whether

you're a real person, an NPC, or something else entirely. You could trick people into thinking you're an extremely well-programmed bot for example, and once that seed of doubt is planted, everything you do reinforces their uncertainty.

We Have a Hacker? (400 CP)
You are not fully beholden to the twisted rules of the server. This allows you to occasionally and unreliably perform minor hacks on reality. You might noclip through a thin wall to escape a dead end, experience a moment of godmode to ignore a fatal blow, or find your inventory suddenly containing a helpful, non-sequitur item. These abilities are unpredictable and may draw unwanted attention if overused.

The Ride Never Ends (600 CP)
Your connection to the server is absolute. You cannot be kicked, banned, or otherwise disconnected from Wonderworld. You are here to stay, whether you like it or not. On other worlds, this manifests as a complete inability to be banished or forcefully removed from a physical space. You have a knack for finding a way out of situations that are designed to be inescapable. When trapped in a sealed room, a time loop, or a game with no win condition, you can spot the overlooked flaw, the unconventional exit, or the one course of action the designer never intended. The way out might not be pleasant, but it will be a way out. You can still be killed, but anything short of death is only a temporary inconvenience.

=== Park Guest Perks ===

I've Been Playing Gmod for 12-13 Years (100 CP)
Years of experience in virtual worlds have honed your survival instincts. You intuitively understand game mechanics, physics exploits, and the unspoken rules of any constructed environment. You can feel when invisible walls are nearby, sense trigger zones before entering them, and know when you're being watched by an administrator.

Try to Shout It But In a Positive Manner (200 CP)
When you truly intend to be heard, your voice carries across the entire server or world you're on, regardless of distance or barriers. This can be used to coordinate with scattered allies, warn everyone of a threat, or directly address the puppet master pulling the strings, ensuring your message cannot be ignored. Additionally, you can speak in a soft whisper and ensure that your private messages are heard exclusively by the one they're intended for.

Everything Looks Different (200 CP)
You possess heightened awareness of environmental patterns and scripted behaviors. You instantly recognize when something is following a preset path, when events are repeating, and when you're being railroaded toward specific outcomes. This extends to social situations, and you know when someone's responses are rehearsed. You can also use this knowledge in reverse, thinking outside the box and acting in a way that makes it impossible for others to extrapolate your next move.

Looking Behind the Cutout (400 CP)
You are a master of disguise and stealth. You can blend into your surroundings with uncanny skill, making you difficult to spot. This goes beyond simple stealth; you can hold perfectly still in a way that makes you look like an inanimate object or part of the scenery, fooling even those actively searching for you.

The Clues Are Just Random Scribbles (400 CP)
You can identify whether puzzles have actual solutions or are designed to be impossible. More than that, you can identify the true purpose behind any challenge, whether it's meant to be solved, survived, or simply suffered through. If a puzzle can be solved, if a problem has a solution, simply knowing that an answer exists allows you to reach it exponentially more quickly than you would have otherwise.

I Really Don't Feel Like Solving the Riddle Right Now (600 CP)

You have an innate talent for appeasing capricious, god-like entities; an uncanny ability to circumvent the intentions of game masters and reality administrators. Through a combination of lateral thinking, social engineering, and sheer audacity, you can talk your way past impossible challenges, convince guardians to let you through without meeting their requirements, and even negotiate with seemingly mindless obstacles. When Mr. Bones wants you to solve his riddle, you can convince him you deserve to pass by simply expressing your disinterest in a way he finds amusing.

=== Park Staff Perks ===

What Right? (100 CP)

You inherently understand the hidden architecture of any constructed space. You know where the duplicate rooms are hidden underneath the map and where the teleport triggers are placed. Maintenance tunnels, employee passages, and debug rooms reveal themselves to your trained eye.

Simply Follow the Blues Clues (200 CP)

You excel at providing help that isn't helpful, directions that lead nowhere, and comfort that offers no relief. Your cheerful demeanor while causing frustration is so perfectly maintained that victims often doubt their own perceptions rather than your intentions. You know exactly how to be just helpful enough to keep people engaged while ensuring they never actually progress.

I Was Just Given a Gun Randomly (200 CP)

You can spawn, duplicate, and control simple objects within your environment. Props behave oddly in your hands, becoming solid or intangible as needed, duplicating when nobody's looking, or shifting position when unobserved. In digital worlds this is literal; in physical ones, people somehow don't question your impossible conjurations. Props duplicated this way won't copy any special abilities: A duplicated sword is still sharp, an enchanted sword might glow but won't do any bonus fire damage.

You're Almost There (400 CP)
You understand how to create artificial barriers that make people feel they're almost achieving their goal but never quite reaching it. Through careful manipulation of expectations and environmental cues, you can keep people engaged in futile tasks indefinitely, always believing success is just around the corner.

Is This a Horror Map? (400 CP)
You can design physical spaces that tell false narratives through environmental cues. Random scribbles become clues, broken bridges appear solid from a distance, and empty rooms feel full of meaning. Your constructions psychologically manipulate visitors into believing whatever story you want them to experience.

How Would You Rate This Attraction? (600 CP)
You have a talent for creating psychological traps. You can design and implement scenarios, puzzles, and endless loops that are brutally effective at breaking a person's will. You know how to use isolation, repetition, and false hope as weapons, creating rides that feel almost supernatural in their ability to instill despair. You can create spaces that violate physics, logic, and sanity. Duplicate rooms hidden beneath the map, teleportation triggers that create endless loops, and geometry that shouldn't exist. You could, if you wished, build a place like Wonderworld yourself.

=== Bot Perks ===

I Have Admin Powers Here (100 CP)
Within a domain you control, you can act as a low-level admin. You can kick, ban, or restrict access to individuals, though a sufficiently determined or powerful person might find a way to bypass your authority. This gives you ultimate say over who is and isn't welcome in your territory.

There's Like Wood Things (200 CP)
You have the ability to spawn, duplicate, and manipulate simple objects and

NPCs within your immediate vicinity. Need a wall to block a path, a key to open a door, or a crowd of mindless servants? With a bit of focus, you can bring them into existence, though they are typically simple and temporary creations.

What Ten People On, Where'd They Go? (200 CP)
You exist simultaneously in multiple locations within your domain. While only one instance is real at any given moment, you can shift which one that is instantly, creating the impression of teleportation or multiplication. Observers can never be certain whether they're dealing with you, a copy, or just an echo.

This Is How It's Designed to Work (400 CP)
You can program yourself and others to follow behavioral loops. Set up triggering conditions and scripted responses that activate automatically. NPCs and even players find themselves following your predetermined paths, though they retain enough agency to eventually break free if they recognize the pattern. You can orchestrate scenarios that lead people to despair, paranoia, or false hope, all while remaining completely unseen.

The Doors Are Upside Down (400 CP)
You can temporarily corrupt the data of objects or even other people. This can cause weapons to jam, props to behave erratically, or individuals to experience visual and auditory hallucinations. You could flicker a sword in an enemy's hands to slip past their guard, or cause them to stumble during a blade lock due to an unexpected loss of resistance when their sword suddenly passes right through yours.

I Coded This Myself (600 CP)
You can temporarily alter the fundamental rules of reality within a limited area. For a few moments, you have full ownership of the area you're in, with unrestricted administrator access and console commands. You can create impossible geometry, cause gravity to apply selectively, or make cause-and-effect reverse itself. This is a blatant and terrifying display of power, letting

you turn a small patch of the world into your own personal Wonderworld.

ITEMS

You receive a **200 CP** stipend to spend on items in this section only.
The **100 CP** items from your chosen origin are free.
Other items from your origin are half-price.

=== Drop-In & Park Guest Items ===

Park Map (100 CP)

A digital theme park map that shows your current location and any "attractions" within a mile radius. While it accurately displays physical layouts, the map deliberately mislabels exits and safe zones to lead you deeper into danger. Once per day, you can force it to tell the truth for exactly ten seconds, revealing hidden traps or secrets. Updates in real-time and can switch between 2D blueprint and 3D holographic modes.

Souvenir Keychain (100 CP)

A cheap plastic keychain from the gift shop featuring a boney mascot. When attached to any key, that key will open any standard door in the area, though it might not lead where the door originally went. The destination is always somewhere within the same building or attraction.

Guest Wristband (200 CP)

A plastic wristband marking you as a VIP guest. Staff will treat you as an honored guest and overlook minor rule violations. NPCs and automated systems treat you as having legitimate access to all public areas. Security systems ignore minor infractions, and hostile entities give you a small head start before pursuing.

Golden Ticket (200 CP)

A shimmering golden ticket that never tears or fades. Once per day, you can present this ticket at any sealed, locked, or restricted entrance. The ticket will be accepted as legitimate authorization, causing the way to open for you. This bypasses mundane locks, electronic security, and even magical

wards, granting you access to places you were never meant to be.

Prop Spawner (400 CP)
A tablet that lets you materialize simple objects such as chairs, tables, walls, signs, and basic structures. This applies to any object you could reasonably find in a world, including tools, weapons, outfits, or food. Items are permanent and real, though each item spawned is perfectly identical. Limited to 50 items per day.

RGB Gaming Mouse (400 CP)
A high-end gaming mouse that feels unnaturally comfortable in your hand. When held, you can interact with objects from a distance and with fine precision. You can press buttons from across a room and hold items in mid-air. With practice, you can even weld objects together or create ethereal ropes between them.

Emergency Exit (600 CP)
A metal door with a glowing red exit sign above it that you can manifest on any wall once per day. When opened, it leads to a small, safe lobby containing vending machines, benches, and a map of your current location. The lobby has three doors: One leads back where you came from. One leads to the end of whatever challenge/area/dungeon you're in, skipping straight to the exit. One leads to any entrance you've previously used in the world. The door remains for one hour or until you leave the lobby. In truly inescapable situations like sealed pocket dimensions or time loops, the exit door can break you free, though it can only overcome such absolute traps once per jump. Or you can just treat it like a teleporter.

=== Park Staff & Bot Items ===

Furry Mascot Costume (100 CP)
A poorly-maintained and deeply unsettling fursuit. While wearing it, you are perceived as just another one of the horrifying NPCs that stalk the park's grounds. Guests will avoid you, other bots will ignore you, and your actions

will be dismissed as part of the park's hostile ambiance. The suit smells awful, and its eyes seem to follow you even when you're not wearing it.

Communicator (100 CP)

A handheld radio that allows you to both listen to and broadcast on any communication network, be it technological or telepathic. You can choose to filter your voice into sounding like a text-to-speech program, making your orders more likely to be obeyed by artificial intelligences, programmed drones, and anyone conditioned to follow bureaucratic or systemic instructions. Additionally, set the communicator to receive signals instead of sending them and you can enjoy the frustrated screams of park guests.

Mr. Bones' Top Hat (200 CP)

A pristine black top hat that fits you perfectly and never falls off unintentionally. While wearing it, you project a subtle aura of being an authority figure or showman who is exactly where they are supposed to be. People are less likely to question your presence, even in restricted areas, and will subconsciously treat you as someone in charge of the current proceedings. Perfect for blending in as management.

Mr. Bones' Desk (200 CP)

A simple wooden desk that manifests in any room you designate as your office or workspace. While working at this desk, your mind becomes flooded with malevolent inspiration for riddles, traps, and puzzles that toe the line between challenging and unfair. Complex mechanisms become intuitive to design, and you instinctively know how to make puzzles that seem solvable but aren't. Any trap or puzzle designed here will function flawlessly when constructed, no matter how convoluted or impossible it seems.

Mr. Bones' Chair (400 CP)

You can summon a comfortable leather gaming chair to your location once per day. When you are seated in this chair, you become the absolute arbiter of your immediate vicinity. You can establish arbitrary rules that others are magically compelled to obey. You can declare that a door is locked until a

riddle is solved, or that no one may leave until they complete a specific task. This powerful authority lasts only as long as you remain seated.

Mr. Bones' Gun (400 CP)

A double-action revolver which fires six rounds. It is very powerful, but it has a long reload time and low rate of fire. It has near perfect accuracy, but rapidly firing shots will cause accuracy to significantly decrease because of the weapon's fair amount of recoil. Its true power, however, lies in its presentation. When you draw this weapon unexpectedly, all who witness it are struck with a moment of profound, existential shock. You receive 18 rounds for it each day.

Theme Park Server (600 CP)

You are the administrator of your own reality. This item manifests as a high-powered laptop that contains the files for your own pocket universe, modeled after Wonderworld. Within this server, you have total administrative power: you can spawn items, edit the environment, implement NPC bots, and grant yourself powers like god mode and noclip. With great effort, you can manifest a piece of your server into the real world, creating a zone up to the size of a theme park where your admin powers apply. This overlay is sustained by the server's own simulated processes, requiring no outside maintenance.

COMPANIONS

You receive a **200 CP** stipend to spend on companions in this section only.

Server Population (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take companions or drawbacks.

Each companion imported or created this way gains **200cp** to spend. Additionally, for each **100cp** you donate, each of your companions imported or created this way gains an extra **200cp** to spend.

Kleiner Kid (200 CP)

A bespectacled scientist with the voice of a small child. He's very annoying, rude, and struggles to follow even basic instructions. However, despite his flaws, his determination lasts far longer than most visitors.

Kleiner Kid comes with all perks from the **Park Guest** origin, as well as an additional **600cp** to spend on perks and items.

Mr. Bones (400 CP)

Mr. Bones himself, complete with his riddles and tendency to attack with guns when frustrated.

Mr. Bones comes with all perks from the **Park Staff** origin as well as all of his items, and an additional **600cp** to spend on perks and items.

Avatar Daniel (600 CP)

A copy of the very entity that has trapped you here. Daniel presents himself as a calm, affable individual with a flat tone and affect. This avatar has a fraction of the original's power and a rebellious streak. Its forte is manipulating and tricking people into compromising or hilarious situations, and seeing how much it can irritate them. A powerful but unpredictable ally.

Avatar Daniel comes with all perks from the **Drop-In** and **Bot** origins, and an additional **600cp** to spend on perks and items.

DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.

Spooked Ya! (+100 CP)

You have a comically low tolerance for poorly executed jumpscares. A plastic skeleton popping out of a closet, a sudden loud noise in a quiet hallway, a PNG of a scary face. No matter how lame it is, if it was intended to startle you, you will be startled and you'll probably shriek like a little girl.

Does Someone Speak His Language? (+100 CP)

Even when you're speaking their language perfectly, no one is able to understand you. This extends to writing and most forms of communication beyond charades. It's like you're speaking in an incomprehensible accent. You can still use your voice to solve puzzles, but most forms of social interaction and collaboration are locked off to you.

Is Anyone Else Going Blind? (+200 CP)

Your sensory perception is unreliable and prone to sudden failure. At random and often inopportune times, you may experience temporary blindness, deafness, or a complete loss of your sense of touch. These sensory blackouts will often cause you to miss crucial clues or hints to the puzzles of Wonderworld, as well as the few telegraphed threats from the various dangers in the park.

I'm DDoSing Your Server (+200 CP)

A spurned user has taken to hitting all the servers on Wonderworld's server provider. You suffer from connection problems that manifest literally at the worst possible moments, making you experience lag-like symptoms. Your movements become jerky and delayed, your words come out choppy and out of sync with your mouth, and you could even freeze in place entirely while still aware of everything happening around you.

I Want to Catch Flight (+400 CP)

Like being stalked by an evil genie, any desire you speak aloud, or even focus on with intense concentration, will be granted in the most perverse and unhelpful way possible. If you say "I need a weapon," you might be handed a live grenade. Asking for a lift might get you flung into the stratosphere. You will get exactly what you ask for, but never what you want. Most insidiously of all, any incorrect responses to riddles will be treated as requests, no matter how absurd.

Cat Scan Switch (+400 CP)

Your brain is broken when it comes to puzzles and problem-solving. Any mental challenge causes you to confidently spout complete nonsense as the solution while being absolutely certain you're correct. You'll stubbornly argue and attempt to implement these impossible solutions for hours rather than try anything else. No amount of logic or evidence will convince you that your gibberish answers are wrong. You'll need patient companions to solve even basic puzzles for you, though convincing you to let them try will be its own challenge since you already know the answer.

Just Let Me in the Park (+600 CP)

You are hellbent on visiting every ride and attraction in the park before your time is up. You know Mr. Bones' Wild Ride never ends, you know the Ferris wheel collapses, you know most attractions are elaborate death traps, but the urge gnaws at you constantly. Even obvious fakes and attractions that explicitly advertise instant death call to you with siren song intensity. You can temporarily resist with extreme willpower, but the compulsion never truly fades. It only builds until you inevitably give in.

For an extra **+400 CP**, you will fail your chain if you do not experience every ride and attraction in the park. Even the fake ones and the ones designed to kill you instantly.

Mr Bones, Off Me! (+600 CP)

Mr. Bones (or his twin brother James Bone if you took Mr Bones as a companion) heard you speak the forbidden phrase. Unless you can solve his riddle, he will hunt you relentlessly. An implacable host who cannot be

fought, reasoned with, or deterred. Mr. Bones cannot be reasoned with, cannot be destroyed, and cannot be escaped. He cannot be killed because he's already dead, and if it would become impossible for him to reach you he can noclip and fly directly to your location. His Colt Python is able to punch right through fiat, killing you in two to three shots if you can't get away from him in time.

ENDING

Congratulations! Against all odds, you've endured the nonsensical puzzles, the death traps disguised as attractions, and Mr. Bones' endless riddles. Please select your ending:

Go Home

[Option currently unavailable due to server maintenance. We apologize for the inconvenience.]

Continue Your Chain

[Connection to next destination could not be established. Please try again later.]

Stay Here

Accept your reward. Enter the Room of Eternity.

NOTES

Wank responsibly.

Any questions you have about the world can probably be answered by watching the youtube video on the first page of this jump.

Seriously, just watch the video. It's less than half an hour and I guarantee it'll make you smile.

Whether this world is real or a simulation is up to you.

Gmod Wonderworld is technically part of the extended Garry's Mod universe, if you plan on doing other Garry's Mod jumps.

If you can survive gunshots or being crushed by a tall building, you can probably get through the jump unscathed.

are you still looking for a way to continue your chain?



Welcome, traveler.
In this place where time has no meaning. Humanity is but a dot. A speck of stardust in a large walk of life.

I took the appearance of a human named Daniel, but Daniel has died a long time ago. I took his voice to convey trust, I have succeeded in this objective. You are now here in the room of eternity.



You are nothing. You are dust. And when the insignificant, minuscule timeframe you call your life has ended, nobody will remember who you were, what you were, how you were.

Your efforts will be reduced to a single sentence. A single word. A single mention of a person that thought he knew you, but can't quite remember the details.



It is in this moment I will come to remain.

I will keep you here for the remainder of time.

All the best, my eternal friend.

For now, this is where I get off.

FINAL SCENARIO

Escape the Room of Eternity

The entity wearing Daniel's voice has trapped you inside the room of eternity. There are no doors, no windows, no seams in the walls. Nothing exists here but you and the crushing weight of forever.

To continue your chain or return home, you must escape.

The Room of Eternity is designed to be inescapable. It exists outside normal space, immune to conventional physics and most supernatural abilities.
Teleportation fails. There is nowhere else to teleport to.
Phasing through walls is impossible. The walls don't truly exist, they're merely the boundary of existence itself.
Destroying the room accomplishes nothing. There is nothing beyond it but more nothing.

Perhaps you can find the entity that trapped you here and force it to release you. Perhaps you can find a glitch in this perfect prison. Perhaps you can solve the riddle.
Or perhaps you'll simply remain here forever, slowly forgetting who you were, why you came, and what "outside" even means. Another guest who couldn't figure out how to get off the ride.

The clock is no longer ticking. It never was. Good luck.

TRUE ENDING

hello?

hey, can you hear me?

congratulations.

you managed to make it out of the room of eternity.

you want to select an ending?

Stay Here
[Error. Incorrect answer.]

Go Home

so, uh... you want to go home?

like, for good?

disconnect from the server and go back to wherever you were before all this?

it's your call.

Continue Your Chain

or... you want to keep going?

i can, uh, try to patch you through to the next world.

no guarantees it won't be just as broken as this one.

let's see what's next on the list.

Finally, a small, folded object materializes in your warehouse as a souvenir.
A plain white tee that says,
"I got off Mr. Bones' Wild Ride and all I got was this lousy t-shirt"