

Welcome! To Ultimate Knockout! The game show where jellybean-shaped competitors compete against each other to try and achieve ultimate victory! Sixty Competitors! Sixty Days! One Champion!

You will be transported into the world of Fall Guys: Ultimate Knockout. You will be there for one “Season”, a total of sixty days, during which you will have the opportunity to compete in “Episodes”. Each “Episode” of Ultimate Knockout consists of several rounds, anywhere from three to seven. During each round, competitors will try to race through obstacles, survive challenges, solve puzzles, or push their team to victory, with some being eliminated each round, until ultimately, a final round is held that eliminates all but one, who is crowned the victor of the Episode.

All of the competitors are “Fall Guys”, jellybean-shaped humanoids with limited body control but a lot of determination. You will be as well, and we will go into more detail about what that means for you below. Episodes are being filmed all the time, so if you should happen to fail, you can simply hop right back in to a new Episode a few moments later. Or, you can spend time spectating on current or prior Episodes, or exploring the mysterious world full of Fall Guys beyond the competition. But, be warned, spectating and exploration won’t help you win the prizes that are on offer.

You will start with **+0 CP**, but you will have the opportunity to get some later.

ORIGIN

There is only one origin here: **Fall Guy**.

As a Fall Guy, you are a short, squat humanoid, with a jelly bean-shaped body. You have a limited amount of body control, generally waddling around and occasionally jumping, but you have a ridiculous amount of durability, easily capable of handling being smacked hard enough to fly through the air, or surviving a long fall while landing on your head with nary a scratch. Your face consists of just a pair of eyes, with the rest of your body generally wrapped up in some sort of costume, though you are still capable of making sounds and even eating while spectating, though the actual method is… unknown. However, you don't strictly need to eat or drink or even sleep. You might get a bit loopy without rest, but that isn't a big change from how most Fall Guys act. You do lose access to Perks and Items and such from prior Jumps while you are here.

You can also freely import any and all Companions to participate in these events alongside you. They will be a Fall Guy as well, and will similarly lose access to Perks and Items, but they also can gain their own copy of any Bonus you purchase here.

Annoyances

As you go through this competition, there will be plenty of regular annoyances that you will face. However, if you wish, you can choose for a few specific annoyances to continually show up, gaining CP in the process. Take as many annoyances as you can stand.

Shifting Events (+100) - Normally, events will remain the same between Episodes, with only maybe hidden obstacles changing their position. Now, however, things will change between events. Maybe an obstacle will have the order of obstacles changed, or there will be swinging pendulums replacing spinning bars in a section. Events will never look quite the same twice in a row, so you and your competitors won't simply be able to rely on a 'standard' approach to win.

Dizzying (+100) - Your sense of balance is just a bit off. You feel a bit top-heavy, which makes it difficult for you to move quickly without bumping into things or teetering this way or that.

Oof! (+100) - Well, you might not get injured, but unfortunately, you do still have a sense of pain. It isn't crippling (falling off a building and landing on your head would leave you seeing stars for a few seconds, before the pain vanishes), but it could be distracting during an Episode.

Worst Event (+100) - There is this one event that you absolutely hate doing. You find it annoying, demeaning, a waste of time. But, unfortunately, it will show up in over 80% of the Episodes you compete in. Better get used to gritting your possibly non-existent teeth.

Race Tripper (+200) - A lot of the events that you face will involve some sort of race, meaning that getting an early lead in those events will generally be crucial to winning. Sadly for you, you will trip at the start of any such event. You can pull yourself up quickly, but those lost seconds of head start will be difficult to make up.

Teeter Toppler (+200) - You can't seem to land perfectly after jumping. Any time that you jump and land on a different surface (jumping up onto a block, across onto a platform, down onto a lower level, etc.), you will at the very least wobble and tilt and have to regain your balance. At worst, you will fall over and have to push yourself up before continuing.

In The Way (+200) - Those pesky competitors are always getting in your way. Literally. Anytime when competitors get ahead of you, they always seem to be perfectly positioned to get in your way. Most of the time, this is accidental. They just happened to get into that gap before you, blocking you enough for a door to close or what have you, but there are a handful who will deliberately set themselves up to block you and will force you to find a way to bully past them.

Incompetents (+300) - On occasion, the events that you will undergo will split you into teams with your fellow competitors, forcing you to work together or you all fail. Sadly for you, your teams always seem to be below average in performance. Uncoordinated and unskilled, they will require you to put in a lot of effort to ‘carry’ them to victory, and team events will show up at least every other Episode you compete in, if not more often.

How Are They Doing That? (+300) - There are a handful of your competitors in each Episode that are just ridiculous. They will stumble forward, then jump and dive just right so that an obstacle ends up hurling them way ahead of the pack. They’ll twist and dodge just right so that you can’t snag their tail or jinx them, and you end up getting knocked away by an obstacle instead. It frankly seems like magic for them to be this good, and you’ll almost certainly end up facing them all in the final round of the Episode.

Bonuses

Now, ostensibly, everyone is starting out on a completely even playing field. However, the fact is that some Guys are just a bit more coordinated or quick or lucky. And now, you can buy a bit of that 'above-averageness' with that CP you've gained from Annoyances.

Kudos For You! (FREE/100) - While you are here, any Episode that you compete in will earn you Kudos, the main form of currency used by Fall Guys. The farther you get in an Episode, the more you will earn, and if you do things that are particularly impressive or awesome looking, you'll get a bit more. This currency can be used to purchase a variety of things, primarily cosmetic changes for your individualized outfit, but it is also used in day-to-day life of the Fall Guys as well for things like snacks or souvenirs. If you choose to pay 100 CP, you can gain Kudos in future Jumps by doing things that those around you find impressive, which you can then spend on cosmetic costumes for yourself, some of which are based on the current Jump.

Front Of The Pack (100) - It can be difficult when your starting position is randomly set to the back corner of the starting area, meaning everyone else has a chance to run forward before you can even get going. Now, you will always be positioned at the front and in the general middle, giving you the best position for starting out. In future Jumps, this will translate to a similar bonus in other competitions, helping to place you in an advantageous position before the contest starts.

Cool As Cucumber (100) - It can be frustrating and even disheartening to face set-backs, especially when you were so close, and there was just that *one trip up that* ***got in the way and-*** *sigh*. Now, however, no matter what happens, you'll be able to keep a cool and clear head during competition, and you'll always be able to muster up the will to continue and be able to cheer for your fellows if you happen to lose.

Timing (100) - Frequently, the difference between success and fall-ure in the competition is split-second timing. You now have a clear grasp of timing, being able to accurately judge how quickly you are capable of moving, the timing cycles of various obstacles, and when you need to jump or dive to avoid them.

Awareness (200) - It is like you have eyes in the back of your head. Or maybe a 'third-person awareness'. You can sense when something is happening outside of your field of vision, and respond appropriately.

Traction (200) - You aren't quite Spider-Man, but you are close. One of the most common perils in this competition is getting stuck on a slope and simply sliding off, with nothing you can do to stop it. Now, however, your feet seem to have much better traction than most, capable of keeping a grip on pretty much anything except for an actual vertical surface, and limiting the effect that something like slime has on traction as well.

Like A Cat (200) - Oops. You stepped wrong, and now you are hurtling through the air like a sack of sand that thinks it's a duck. Luckily, you'll somehow manage to land on your feet. Anytime that you end up falling or flying through the air, you'll be able to right yourself so you can land on your feet, absorbing the impact so you can keep waddling towards the finish line, and you'll be able to slightly direct your momentum while you are in the air to land at the point you intended.

Hands Off! (300) - One of the biggest frustrations can be those individuals who will reach out and grab you to sabotage you at just the wrong moment. Well, no more! Now, any time that someone would try to grab onto you without your permission, they will find their attempt repelled. Hands grabbing you would rebound, knocking the grabber off-balance. Binding ropes or magic would get thrown back. Jail cells and the like would fail to lock. Note: This does not prevent others from touching you, running into you, etc. It only functions against attempts to stop your movement. Things like a ball running you over, someone stealing your tail, or running into a fake door can still end up affecting you without issue.

Mulligan! (400) - This benefit is reaching into the realm of simply unfair. There are times when, despite you trying your absolute best, rotten luck simply results in you falling short. Well, now you can bypass that bad luck, at least a bit. Once per day, when you have failed in a round, you can choose to have succeeded instead. You were suddenly 'actually' on the winning team, or you actually made that last jump, or there were 31 qualifying spots instead of just 30. No-one but you will recognize what has just happened, but there are two primary restrictions: First, you must have actually put in an honest effort (no standing at the starting line or deliberately taking a fall just to skip the event), and you must have a clear and valid idea for how you would have been able to succeed.

PRIZES

Well, we've come to the end of the season, so let's total up and see how you did! And what sort of prize your performance will have won you. You get all of the 'lesser' prizes, in addition to the highest one you qualify for.

No Wins - You didn't manage to win a single Episode during your entire sixty-day stay here. Eh, that's okay. You tried your best, right? Maybe? Or maybe you just spent the whole time spectating. Ah well, you still get a consolation prize in the form of a Fall Guy alt-form, any outfits you may have unlocked, and all the "Bonuses" you purchased here.

One Win - You actually won an Episode! Congratulations! In celebration of your accomplishment, you get a Fall Guy Arena Space. This is a pocket dimension, filled with pink slime and having several floating platforms and blocks that can be rearranged into the shape of obstacles. You are capable of freely reshaping the space and structures within here, though nothing inside can be taken out. You can use this to host your own version of Ultimate Knockout, with anyone who enters this space gaining a Fall Guy form while they are here. This space can connect to your warehouse, or can be linked up to a colorful door that you can insert somewhere in any future Jump.

> **Final Round Consolation Prize** - Ok, so maybe you didn't actually win, but you did manage to make it to the final round of at least one Episode. In that case, you get a space that takes the permanent form of one specific event. You can't alter the structure of this space at all, but you can use it to have people replay that event whenever you want. If you won a higher prize, you can pick between the full Arena Space or the consolation Event Space.

One Win Per Day - What? You managed to win at least one episode every day that you were here? That is… seriously impressive. It seems like you were blessed with success, and that is exactly what you get from this. You now have a metaphorical Midas Touch. All of your business ventures or products that you are trying to sell will become wildly successful. Even when there is little to no marketing done up front, they will gain very rapid viral popularity. This doesn't affect the actual quality of the product, it simply ensures that it will be extremely popular and profitable for you.

> **Sixty Win Consolation Prize** - So, you missed out on victory on a few days, but you still managed at least sixty wins overall. So, you now get a limited version of the prize. Effectively, you can pick any one single discrete project or product that you develop during a given Jump (or every 10 years post-Spark), and have it be a runaway success. All other projects will succeed or fail on their own merits. As before, if you win the highest prize, you can pick between the full Midas Touch, or the limited consolation version.

Always Won - … huh? Wai-wai-wait, what?! You… you won every single episode that you participated in? And you participated in at least one a day?! That's… that goes beyond skill and into the realm of impossible luck. Which is exactly what this prize grants. You now have a mental slider that represents your luck, which you can slide anywhere from 'normal luck' all the way up to 'absolute luck'. At the top end, you simply cannot fail. All events will conspire for you to succeed at whatever you happen to be attempting, no matter what. Quite simple, you've won, and you will keep winning unless you actually want to fail. And then you will succeed at failing, so you still win, I guess.

Highest Kudos Consolation Prize - Less of a consolation prize and more of an alternate win method. In short, if you have managed to gain the most Kudos of any other competitor during this current season (don't worry, there is a scoreboard that can allow you to check how you are ranking up), then you can win this version of the prize. You don't get a full slider, but you do have a permanent and significant boost to your luck. All sorts of minor events will go your way (rain stopping nearby when you don't have an umbrella, getting to a bakery just in time for the last 'everything' bagel, etc). It is still possible for you to fail through concerted effort by others or your own complacency, but it won't happen just from random chance.

FAQ and Changelog

Q: What's up with the two rules on Mulligan!?
A: Basically, they prevent this from being absolutely reality breaking. You can't dump a few random plants into a pot, cook it, declare it to be a failure at making "The Elixir of Unlimited Powah!", and then somehow magically have 'succeeded' in making said elixir. Or sit on a couch during a presidential election, declare to thin air your intention to run, and then when you 'fail', suddenly spontaneously make yourself President. You have to have put in the actual effort, and have a clear plan for how you would have succeeded if some mistake or bit of bad luck or bad timing hadn't tripped you up. Only then can you turn a failure into a success.

Q: Wait, I get all my purchases, regardless of whether I win?
A: Yes. So, if you want, you can totally stock up on annoyances, get all the bonuses, and then just flail your way through while ignoring the prizes, and you'll still get all the bonuses.

v1.0 - Created
v1.1 - Added "Shifting Events" Annoyance and "Cool As Cucumber" and "Like A Cat" Bonuses
v1.2 - Added that you can import any number of Companions to compete along with you, and clarified that you do lose access to perks and items from prior jumps while here.