

Hello! You have been given a quest by the king: To rescue his daughter from the clutches of the vile Dark Lord! It is dangerous, and you will almost certainly fail. Again and again and again. But that's okay, because rescuing the princess really isn't your task.

Nope, your 'goal' while you are here is to explore the kingdom you are currently in, and find all of the myriad of ways in which you can fail (and very rarely, succeed) in rescuing the princess. So, let me explain the rules:

- There are a total of 100 'Endings' that you can end up achieving. Some are easy. Some are difficult or very very obscure.
- After you achieve an 'Ending', you will have a brief out-of-body experience while you watch the Ending, and then you will end up waking up, a week later, in your house, ready to start again.
- You get as many 'do-overs' as you need, with people and locations 'resetting' mostly to the baseline after each Ending. Some changes do remain over time, most cosmetic, but some have to happen for you to achieve certain endings.
- You will start with just yourself, waking up in bed in an ordinary house near the castle. You have only your body and whatever purchases you make here. Anything you might have gotten in any 'other worlds' will be sealed away for the duration of your time here.
- You only have **50 years** worth of time to get as many 'Endings' as possible, and when you repeat an ending, the amount of 'down-time' that you experience while waiting to respawn doubles. So, repeating an ending once means that it will take two weeks instead of one week for you to respawn. Repeating the ending twice could make it take four weeks, and so on. So, best not repeat yourself too often.
- You may not look the same between restarts. Maybe things resetting means you are actually your own nephew, or your brain was transplanted into a cat. Things can get strange.
- You start with **+0 CP**, so you will need to make things a bit more difficult if you actually want to make purchases here.

DRAWBACKS

If you want to face the trials ahead, you may want to gain some points to spend on powers and items that can assist you in tracking down all potential Endings. You can gain up to **+1500 CP** from the following drawbacks.

Year Limit (+???) - Can only pick one level of this drawback. By default, you have 50 years total to find all 100 endings. This includes time that you spend 'out of commission' between endings. For extra points, you can choose to make the time limit shorter. **+100 CP** equals having only 40 years, **+200 CP** equals having only 20 years, and **+300 CP** equals having only 10 years. Be warned, you'd need to be a flawless speed-runner to hit all endings in just 10 years. Can't take the More Time perk if you take any level of this Drawback.

Scrambled Endings (+100/+200) - Some of the other drawbacks might change a few endings here or there, such that all 100 are still possible (possible, not necessarily easy) under the new restrictions. Now, however, the canon Endings are going entirely out-the-window. Maybe there is now a witch that needs certain ingredients for potions for certain endings. Maybe you need to pick up and carry people to feed them to the dragon. Maybe there are hidden mini-games you need to find and beat in the Dark Lord's castle. The only thing that is certain is that you will still get an Ending for returning the Princess to the King, and for travelling past the 99 Paths door. For **+200 CP**, not only the endings, but the entire landscape has completely changed. There could be a swamp you have to traverse now, and the dragon might live in a castle way up in the clouds.

Too-Cute Minions (+100) - How could you possibly stab something so adorable? With great difficulty, that's how. Any time you see a minion, you will be immediately struck by its utter cuteness, and it will be a mental struggle for you to actually do damage to them in any way.

Burger Hunger (+100) - You are constantly hungry for burgers, and only burgers. Any other foods will just taste like dirt, and even if you gorge yourself on burgers, you'll still crave more. You won't die if you don't eat them, you'll just crave them all the time.

Pebbles! (+100) - The ground seems to have tons of pebbles just waiting to trip you up. Only the first pebble you trip on will trigger an Ending, if any such Ending exists. The rest will just be really, really annoying.

Mr Hugs (+100) - You have the overwhelming urge to hug people the moment you see them. It will take a lot of will to resist this urge, which you'll need to do, especially when facing the Dark Lord.

Twitch Twitch Twitch (+200) - You've got a Twitch channel screaming in your head, full of memes popping up in your vision occasionally and nonsensical demands from the 'audience'. Almost none of their suggestions will be useful.

Do It In Order (+200) - Every ending has been assigned a number, and now, you have to do the endings in order for them to count. As a benefit, Endings can be repeated until they 'officially' count, and down-time will not increase until an Ending is officially counted. Best hope you can find a lot of hints, if you took this with Scrambled Endings.

Anti-Pirate Software (+200) - Anti-Pirates are like regular Pirates, but they run around on land instead of the sea. And they all seem to want to get in your way, and possibly kill you. And dying to them is never a valid Ending, so you should definitely avoid that. Oh, and they seem to be attracted to usages of any of the Perks and Items that you purchase here, they claim you be cheating if you use them.

No Cut Scenes For You (+200) - Normally, when you are about to get stabbed to death by a minion or fall into boiling lava, you'd just see a short 'cut-scene' that would reveal what happened while you basically float as a disembodied ghost. Now, you are going to feel every excruciating moment of your many, many deaths. Here's hoping your psyche can handle it.

Disgusting Creature (+300) - How are you alive?! It seems that something or other has removed all of your bones. You are a floppy pile of sinew that can somehow still move, albeit very floppily. Technically, it is still possible for you to travel and complete all the Endings, but it'd certainly take a while to just get moving in the right direction.

Dragon's Ire (+300) - The Dragon isn't content to just sit on its pile of gold. It will be flying out and about now, burning down the kingdom, and worse, occasionally burning up the items or people you need for a specific Ending. So rude.

Dark Lord Marching (+300) - The Dark Lord didn't just capture the princess, he is actively trying to take over the Kingdom. If he succeeds, it will count as a single Ending for you. But only one, there are no variants, and it will overwrite any other Ending you are working towards.

Face The Devs (+600) - The Devs aren't just passive observers anymore. They are more like bored demigods that will take great pleasure in tormenting you, swapping the position of items in chests, mixing up the paths between 'lives', and generally yanking your chain to make everything more frustrating. Still, they will follow principles of game design to ensure that all Endings are technically completable… Though you might need a guide to figure out how.

PERKS

These are a few powers and abilities that may help you on your quest to attain all the Endings. No discounts are offered, sadly, but I promise these powers are worth the price.

Jump Height (FREE) - You can jump. Really really well. As in several times your own height from a standstill, and then landing after leaping off a hundred foot cliff. This is impressive, but holding any 'plot-relevant' items will cause your jump height to decrease, to the point where holding four such items would make you barely able to leap up onto something as tall as your chest, and five would probably outright crush you. This restriction will vanish in future Jumps, leaving you free to bounce around as you see fit.

Ending Tracker (FREE) - You are always aware of what endings you've earned (along with their associated number) and of the wording and numbering of any hints you might have found in previous runs. In future Jumps, this will be a mental listing of goals you have completed, and any goals you have yet to complete.

Hint Hunter (100) - As you progress around the world, you will occasionally stumble across small slips of paper, each of which has a number on it and a short clue about how to achieve the Ending that matches that number. Now, every time you wake up in your bed after an Ending, you will find a new one of these hints laying on your chest. In future Jumps, every time you wake up you can find a hint on your chest about one of your current objectives.

Weight Lifter (100) - You can take this as many times as you wish. Each time you take it, you can carry one additional item before your Jump Height starts to decrease. In future Jumps, this gives you a 20% increase in strength over your 'base strength' for each time this was taken.

Cameo (100) - It isn't fun to be all alone, so try bringing a friend. You can choose one of your Companions to come along with you in the Gauntlet and help you, or make a new one if you don't have any Companions who can join you. They won't have any of their items or perks either, and can't gain any CP here, only getting the freebies. They can unlock Endings for you if they do the right actions, which can be good or bad I suppose. In future Jumps, this perk gives you a single Free import of a companion, beyond and above whatever import options the Jump might have, though they will also only get freebies once they import.

Extra Time (100) - You can't take this if you took the Year Limit drawback. You now have double the time to solve things, aka 100 years total. In future Jumps, you can choose to extend available time by up to double, or down by half.

Item Drop (200) - Normally, once you pick up an item, you cannot drop it unless you are sacrificing it at a certain shrine. Now, however, you can drop items, and can pick up different ones. What an amazing ability! In future Jumps, you can swap any item you are holding with an item from your Warehouse or some other form of storage that you control.

Back To Start (400) - Sometimes, you'll end up stuck and feel compelled to do something dumb and repeat an Ending just so you can start over. Now, you can simply choose to start over a given 'run', and you will instantly wake up in your bed, with time rewound, meaning that you won't have to waste time being stuck. In future Jumps, you can reset to the beginning of a day once per month, though it must be a conscious choice, and everything resets to that point, with only you keeping your memories.

Debugger (600) - Reventure is a pretty tightly coded game, but there is bound to be a few flaws in programming when it is converted into reality. Now, you can see the flaws and holes in the 'coding' of the world, allowing for unplanned shortcuts or bypassing set events. Who knows what paths this could open up for you?

ITEMS

The items offered here, unlike those normally found in the world, have the special feature of not weighing you down at all, given that they won't exist until you decide to use them, giving you the functionality without the extra weight. You can sacrifice them at a certain shrine, but they will then disappear until the next time you restart and wake up in bed.

Mobile Game (100) - A small handheld device with the canon version of Reventure loaded onto it. It won't help with any Endings changed by drawbacks, but you can waste time playing it to figure out what to do next. Just be careful not to waste too much time. Can be loaded with up to 10 games of your choice in each future Jump.

Shovel (100) - A handy and sturdy shovel that can dig up soft patches of earth. Nothing all that special compared to other shovels.

Lava Trinket (100) - A special charm that, in the oh-so-likely event that you fall into lava (or similarly hot liquids), you will be instantly transported out of the lava and to the nearest stable surface. Also provides some protection against flames.

Burger (100) - A large and filling burger. Once eaten, it will be a few hours until a new one will appear.

Sword of Legend (200) - A shiny sword that comes with a hero's destiny. Or at least, it is supposed to. It is sharp, at least, and you find it very easy to wield.

Hero's Shield (200) - A special shield that is specially designed to block the blades of minions. It can protect you from other dangers, but if you use this, minions would find it almost impossible to harm you at all.

Hookshot (200) - A very handy hook and chain that can latch onto surfaces and pull you to them. This one is limited to pulling you up vertically to specially prepared wooden platforms, but that limitation will go away in future Jumps, allowing you to pull yourself in all sorts of directions.

Bombs (200) - Large explosives that are capable of shattering boulders. That is primarily what you will use them for, in any case. You can pull out a new one after using one after an hour or so.

Whistle of Time (300) - A crystalline whistle that, when played, leaves a lingering echo for several hours. Only you can hear the echo, but while it lasts, after you experience an Ending, it will instantly reset you to that point in time rather than sending you to wait for a week or more before starting a new ‘run’. This can allow you to then try for a different Ending, with both Endings still counting as completed. Beware, this can only be done a few times per ‘run’ before the strain gets too great on reality. In future Jumps, this can be used to save you from death once per month, if it has been played beforehand.

Shotgun (300) - A powerful gun with effectively limitless ammo.

ENDING AND PRIZES

Well, 50 years (or however long you actually took) have come and gone in an eye-blink. Let's see how you did. Note on Rewards: You get the rewards that you qualify for, and any from the lower levels as well. Except the 0 Endings 'reward', that one is special, and you only get it if you actually didn't complete any Endings.

0 Endings - You… didn't manage to complete a single ending. How? This… shouldn't be possible. I mean, you could have gotten an ending from literally standing around doing nothing for a few hours. This… wow, it takes quite a bit of effort to manage to be this useless. You won't get to keep anything from this Gauntlet, including freebies, but you will still get something.

The Tim Anti-Perk - Everyone you meet will now be convinced that your name is Tim, no matter what it actually is. Congratulations, Tim. You, somehow, earned it.

1 to 19 Endings - Well, you accomplished something, at least, but not enough to really be worth anything.

Take Your Pick - You can choose to keep either Jump Height or Ending Tracker as a consolation prize. No, you don't get both, or anything else from this Gauntlet.

20 to 39 Endings - Alright, so you obviously were trying your best, you just need a bit of help, that's all. You get the following rewards.

Compass - A compass that functions like the other items you could have bought here, and will point towards whatever your current destination or goal is.

Map - A map of the current world, which functions like the other items in this Gauntlet and can zoom in to look at smaller areas, and will have objects or locations of interest marked on it.

Half Purchase - You can keep half of the CP you've earned, rounded down, with their associated purchases. This obviously includes both Freebies.

40 to 59 Endings - Right on! You got to right around the halfway mark, which is really decent. Only something like 23.92% of Jumpers get this far. You get the following rewards.

Companion - You can pick one person you've met in your journey here to bring along with you as a Companion. This can be anyone. The Princess, the Dark Lord, a chicken, Minion #613. Take your pick.

Companion Cages - A set of four cages that you might have seen in the world and rescued people from. Well, now you can shove one of your Companions into each of them before a Jump starts, and they will end up showing up in the Jump somewhere for you to rescue. They'll get 300 CP to spend in the Jump for being such good sports, and will be frozen in stasis until you find them, and they'll technically be Drop-Ins or the equivalent in the Jump. No-one else can see or notice the cages while they are in the world.

Full Purchase - You get to keep all of the Purchases you made here.

60 to 79 Endings - Dang, you were on fire. Possibly literally at some points. You get the following rewards.

Second Companion - You get to take another Companion from those you met here. Yes, even that really creepy Mimic.

Minion Army - A small army of minions that can take the form of actual Minions, guards, land-walking dolphins. Whatever shape they are, they are intelligent enough to follow basic orders, absolutely and unquestioningly loyal to you, and if any of them should happen to die, a new one will pop up to replace them effectively instantly. This can either function as a Perk, or as a collective Companion.

Echoes of your Actions - You can choose to have echoes of your actions in previous Jumps (including this Gauntlet) follow you to future Jumps. Become a king in one Jump, and have that show up in the history books in a future Jump. Or maybe even inherit a throne because of it.

80 to 99 Endings - Oh! You were so close! You were just a hair away from victory, which earns you the following rewards.

Alt-Form Maker - Just like how achieving different Endings could mean that you started the next 'run' in some strange form, you now are able to create 'alt-forms' for yourself just by accomplishing some significant task. Go on a massive shopping spree, and you might unlock a 'Big Spender' alt-form, or maybe a 'Karen' alt-form. You can freely switch between these forms at will, allowing you to gain a bunch of different personas, while maintaining all of your basic capabilities.

Chosen Hero - You entered this world in the shoes of a chosen hero, but often, you ended up defying or ignoring that fate. So, you now have the power to do so in the future. You, and you alone, decide how you interact with fate. You can choose to usurp someone else's position in a prophecy, or can break a prophecy that is made about you. Some weapon that can only be wielded by a chosen hero would fit just fine in your hand, regardless of disposition.

100+ Endings - You did it! You won! You got all 100 endings, and possibly more. Here are your top rewards.

Super Jumper - You are Super Jumper! You now have access to a massively powerful super form, which is basically you, but gigantic and muscular. The size and muscles can be toggled on and off if you want, but the meat of this form is that you are massively strong and all but invincible. You are capable of swimming through lava and shattering mountains or castle walls with ease, taming dragons with just a glare, and you are an amazing talented piano player.

Rerun Effect - Once per month, when you would die or otherwise meet some unfortunate 'end', you can instead reappear in a new guise within a week. Maybe taking the form of a grandchild of your old self picking up your mantle, or a fan who was inspired by you, or your pet dog deciding to 'live on' in your stead. Whatever the case may be, they are now you, and you can live on instead of suffering whatever ending you might have faced.

NOTES

Q: Some of these perks or rewards wreck the balance of other Jumps!
A: That wasn't actually a question, but yes, they do.

Q: I can't get an Ending if I have [X] item!
A: Also not a question, but you are free to not use an item you've purchased to allow yourself to fall into lava or get stabbed by a minion so you can unlock a specific Ending.

Q: How long does it take me to get to [X] location?
A: Unlike in the game, where you can get to the Dark Lord's castle in five minutes of platforming, you now have to deal with 'real world' distances. The King's Castle is a few hours walk from your house, the Ju Volcano is around a week away, as is the shop near it. The Mountain between you and the Dark Lord's Castle is also a week away, and it would take around a week to travel through its caves and get to the Dark Lord's castle on the other side. It would take a month or two to actually climb over the mountain. Fortunately, unless you take a certain drawback, you don't really get hungry or anything, so travelling is just a matter of going the distance.

Q: Can I lend out the items that I've purchased here?
A: Yes, you can lend them out, as that counts as 'using' them. The moment you decide to stop lending them they will vanish.

Q: Can I use Cameo or the Companion Cages to bring companions with me in future Gauntlets?
A: No. Cameo is a perk, the Companion Cages are items, so anything that would lock out perks or items locks them out as well, as would anything that specifically prevents Companions from importing at all.

Q: How can I find my Companion Cages in the future?
A: They are marked on your Map.

Q: What about the Dark Tower or Protoventure?
A: They exist, and you can go complete them for completionist sake if you want. No, it won't give you any special rewards.

Q: I don't know what the different endings are. Why don't you list them in this document?
A: Spoilers. There are wikis and walkthroughs you can find online, and the game itself is only 8 bucks.

Changelog

v1.1 - Raised Drawback Limit. Added Mobile Game Item. Clarified Burger Hunger Drawback.
v1.0 - Created