Ib

(Gauntlet)

Version 2.4

By Cataquack Warrior



Welcome, welcome! There is a special gallery open today, featuring the many artworks of the famed master Weiss Guertena. There are so many things to see, especially his greatest mural, the Fabricated World. Oh, where is everyone? And why are the lights dimming? In truth, I've invited you to an even more special exhibit. I've always felt that art had a life of its own, so I made a world free from the constraints of reality, where art can come to life. Feel free to explore, but just remember to follow the rules: no loud conversation, no photography, no food or drink, no touching (or breaking) the displays, no fountain pens, no fires, no checking out books from the library, and no leaving. Ever.

If you want to successfully finish the gauntlet, you need to escape from the Fabricated World, and return to the outside world. And the gallery does not like guests leaving.

If you want to buy anything, you'll need to get choice points (CP) in the Drawbacks. Finish designing yourself, and then come and enter my world.

Background

Now, then. Who are you? Roll a 1d20+5 to determine your age. Your gender is the same as your last jump. Pay 50 CP to choose both your age and gender.

Drop-In (100 CP)- You come as you are from wherever you were previously. As an outsider, you are not beholden to the rose and exit requirements of local backgrounds, but don't think that things will be easy!

Local Human (Free)- You are a regular human in the outside world, who just so happens to be visiting a museum with a special display of Guertena's masterpieces. Soon you will find your way into a Fabricated World of paintings, and have to find your way back out again. Fortunately or unfortunately, you have a rose to help you; on the one hand, it allows you to exist in this unreal world, but on the other hand it ties your life to the rose, and when all the petals fall, you die (See *Rose ~ Embodiment of Spirit* for related perk).

Artwork (+50 CP)- You are one of Guertena's masterpieces, a piece of art given life in the Fabricated World. You can be anything from a headless mannequin (or just the head) to a portrait of a lady to a rather…unique doll. Whatever you are, your creator has graced you with a wonderful (false) life where you will never need to age, hunger, or sleep (no matter how much you wish you could). As long as your artwork itself is not damaged (be careful with fire and water!), you are essentially immortal. However, you still need to escape the gallery to complete the jump, only it will be trickier. For something unreal to become real, something real must be sacrificed. There are plenty of unfortunate souls who will come to visit, but they won't give up without a fight; maybe if you look hard enough there's another way…

Perks

Master of the Arts (100 CP, Free Drop-In)- You are the new Picasso and Da Vinci, able to make every kind of visual art possible, from sketches to sculptures to paintings. You are knowledgeable in a variety of styles, and have a way of giving your own creative flair to your masterpieces. Critics will fall over themselves over your art, and whatever you make will be treasured for years to come.

Reclamation (200 CP, Discount Drop-In)- You can cause any artwork belonging to you to instantly return to your possession if it goes missing. Even if thieves take it away to a secure vault, it will reappear in your collection at your wish. Also allows you to essentially leash naughty paintings that try to run away from home. Does not restore art that has been destroyed. With enough work, you can expand your power to other items besides artwork. If your artworks are alive, you might gradually be able to assert further control over their thoughts, though you'll need to fight against their own willpower.

Paint to Life (300 CP, Discount Drop-In)- It's said that spirits dwell in objects into which people put their feelings, and the same applies for artwork. You now have the ability to give life to paintings, statues, and other artworks. Even a crayon sketch of a sun would give off heat and light as if it were real. There are but a couple of catches. First, you can only animate works that you made by your own hands. Second, they cannot be of people who exist in the real world; in the case of inanimate things such as moons and stars, or things that have multiple copies such as a species of snake, they can still be created. Third, to give life to an artwork you must sacrifice a small but vital piece of your own life. It is possible to recover in time, but overdoing things may put you at the edge of death. Although you can create works that have magical powers, to fully use their magic in the real world they would require continual magic support from you. Also, the act of creation does not give you control over the animated works, and they retain independent wills, though they will generally respect their maker.

Claimed for Posterity (400 CP, Discount Drop-In)- It's wonderful to make your own art, but the real world is full of lovely things as well. It's such a shame that

they all fade away so quickly, never finding the eternity that paintings have. Fortunately, you can be their salvation. If you have access to someone who has just died, you can claim him or her as your own artwork. The subject will be reincarnated into a fitting art piece of your design, and be given an appropriate title if you do not choose one for it. Unless you choose otherwise, reality will shift so that other people, unless they were especially tied to that person, will forget about your artwork's original life, and believe that it is one of your own creations (which it is, in a fashion). In addition, since the artwork still embodies the soul of the person, you can give life to it even without the *Paint to Life* perk (and you won't need to use any of your own life force). If given life, the artwork will retain a degree of the memories and personality of its past self; as a result, don't expect it to necessarily follow your orders.

Fabricated World (600 CP, Discount Drop-In)- Even if you give life to your artworks, they still do not have a place in the world of the real. By sacrificing part of your life, you can create a full-fledged gallery, an elaborate dungeon where all of your living masterpieces can live forever, along with anything trapped inside. Your artworks now exist on two planes: in the real world as inanimate objects, and in another world as living things. The paintings in the real world act as windows of sorts for their living counterparts in the other world, but they cannot physically interact with the real world. The real and unreal are bridged through a special painting, the Fabricated World, which can appear and disappear anywhere in the real gallery at your command; whenever someone stares deep and long enough at the tapestry, you can pull him or her into your other world. Within your painted world, you can give life to your artwork (even without *Paint to Life*) and use their full magic potential without needing to drain your own reserves (as long as they stay inside the Fabricated World). If you purchased *Claimed for Posterity*, any person who dies inside the gallery will automatically turn into another of your artworks. These galleries are self-sustaining once you pour in the initial energy. The galleries you create will link together and follow you between jumps and are accessible from your Warehouse when not summoned; you can also continue to add new pieces to and remodel your old galleries as you see fit. You can allow yourself to dissolve and merge into the gallery as a whole to control it at will, place special messages on wall or paper, and exist in that fragmented yet all-seeing state indefinitely; however, you are able to regather yourself and return to normal when you wish. If you fuse your soul to the gallery, you may be able to find ways to apply other powers you have to the form of the dungeon – for example, if you had some sort of control over fire you could perhaps make your gallery's features

resistant to fire or keep the gallery permanently on fire without any of your creations being harmed.

No Running (100 CP, Free Local Human)- Now, now, no running in the halls! Walking is another story, though. You are now an exceptionally fast walker. You have a way of walking in a seemingly quiet and dignified fashion, yet at a very brisk pace that can get you moving just as fast as a run. As simple walking is easier than running, you feel less exhausted despite going at the same pace you would at a sprint. You can perform any actions you could normally while walking, even if they would have been difficult to do while running. Since you are walking quietly, however fast, people are less likely to notice or take offense to your pace than if you were running.

Help From Afar (200 CP, Discount Local Human)- Sometimes you might get separated from your friends, but your bonds keep you connected even when you're apart. With this perk, whenever you are separated from a companion or ally, certain actions that you take will affect the place your companion is in and provide assistance, regardless of the distance. Just by pulling a switch, even if you are halfway across the world or in a separate part of a dungeon, you can provide important support for your allies, such as by sending key items to them or opening a new passage for them. Moreover, you have an innate sense of what actions you need to take to help your friend, even if you have no idea how it would help in your isolated context. This can even extend to information exchange; if you learn an answer to a question that your friend needs to answer, or vice versa, the information will be transferred to the recipient despite no actual conversation. In the gallery, where there is no reception for cell phones and the like, this can be very important. Even so, this communication is unconscious, and not every detail will get through.

Promise of Reunion (300 CP, Discount Local Human)- When you leave the gallery, all memories of your time within the Fabricated World are lost. However, you have a special determination within you, such that you refuse to let go of the bonds you formed in your adventures. The perk doesn't prevent memory loss, but helps you recover afterwards, even if the memory loss is supposed to be permanent. As long as you hold a small item connecting you to the past memories (it must be something given to you or obtained by you in that timeframe, even if it is as simple

as a handkerchief or piece of candy), looking at the object after the memory wipe causes you to instantly remember everything. And above all, you remember that there is something you are supposed to remember, even if you don't know what, and will instinctively seek out the answer to your questions. Also, if you give a possession of yours to a companion before amnesia sets in, he or she will remember the past as well. This can be useful in situations where losing your memories is unavoidable.

Fascinated With the World Where the Dream Continues (400, Discount Local Human)- You have traveled through dark and beautiful realms, and even questioned the nature of your home and reality, but the experiences have only sharpened your mind and imagination. You have found a balance between logic and fantasy that allows you to draw upon both of them without any conflict. You are an expert at solving puzzles and will not allow illusions to lead you astray, but neither will you reject the validity of dreams and wonder, and you can hold onto your sense of magic in a world of reality and rationality. This is an outlook that few people manage to fully attain, not even artists. You will never lose heart in your journey and will not give up, coming back and rewriting fate again and again until you push forward to the true, happiest ending for everyone.

Rose ~ Embodiment of Spirit* (600 CP, Discount Local Human, Effects Mandatory for Local Human Regardless of Purchase)- Since the Fabricated World is meant for artwork and not real humans, you would normally be unable to exist in that other world, except as an imaginary thing yourself. Fortunately, you don't need to worry about that. Your life force has been transferred to a special rose of a color that resonates with you. As long as your soul is tied to the rose, you can exist in world that would otherwise forcibly change the very nature of your body and soul without facing negative consequences; any changes to your mind or body to suit the requirements of that world are neutralized with the flower's presence. The rose does not need to be kept nearby you, and as long as it is kept fresh you will be protected from the distorted reality's changes even if you are far away from it. The rose's petals vary depending on your age and health, but do not pluck them, as they literally symbolize your life. Whenever a petal is plucked, you gain cuts and sharp internal pains. In turn, whenever your body is hurt, your rose loses a petal; on the bright side, as long as the attack would not have been instantly fatal, you only lose a single petal each time. When they all disappear, not only do you face imminent death, but you lose your protection from the gallery's imposed fantasy, and must

face the consequences; normally, that would mean you become part of the gallery, but in the context of the jump it constitutes a game over. However, there are some benefits. The rose is eternally fresh, and whenever it is immersed in water (there must be at least a vaseful for there to be any effect, it rejuvenates, and its petals (along with your health) are restored; the water is absorbed into the rose in the process. Please note that the rose only affects the health of your physical body for better or worse; it has no effect on magic and other energies you might use. Also, if you have any special powers with flowers and plants, you might want to experiment and see what happens. Once you leave the gallery, the rose vanishes, as you do not need it in the real world, but you can summon it again if you feel the need. On flipside, if you could not normally exist in the real world, the rose might be able to have the reverse effect and allow you to go there without needing to make additional sacrifices. If you choose the Local Human background, you're stuck with the rose during the jump even if you don't buy the perk, but you will not get the extra benefits outside the jump unless you take the perk. In the case that you purchase the perk but did not choose the Local Human background, you can freely summon and dismiss it as you please. Please keep in mind that since the rose's purpose is to keep you in existence in the world you are in, the rose must stay in the same overall reality/dimension you are in; if you move between dimensions without it, the rose will either appear before you or be dismissed until you activate the perk again.

Art Come to Life (100 CP, Free Artwork)- Every piece of art in Guertena's Fabricated World has a spark of life within, and is not limited to an immobile life. You can now give yourself a degree of mobility, depending on your form. Works with humanoid bodies such as mannequins and dolls can now move about freely, the body ignoring the normal limitations of physics and physical composition as the entire artwork is filled with your life energy. Paintings are a little more limited, but with simple effort you can move to a degree within your painting, waving at a curious onlooker or grabbing something from close by. You might even be able to make your frame shake about if you get used to the dynamics of your inhuman form. With enough willpower, you can project up to half of your upper body outside of your artwork, though you must still remain connected to your piece. In this manner, a painting can use his or her hands to drag the painting around, giving you a fair degree of mobility. Give yourself enough time, and you might be able to find even more ways to move around. If you in a different form that's not your art self, this perk generally only applies if you are in a petrified, inanimate, or otherwise immovable state; even so, under those circumstances it can be very useful. Essentially, the perk also ensures that as long as you have a body,

conscious thoughts, and the necessary will, you can move your body to some degree; this means that even if your body was paralyzed or frozen rigid with ice, as long as your mind is okay you can still make your body move.

Possessive Predator (200 CP, Discount Artwork)- Many of Guertena's creations were imbued with a sense of aggressive possessiveness, perfect for hunting down trespassers and thieves. You gained enhanced senses for tracking people, and your ability to track specific targets increases the more you fixate yourself on them. Also, with enough desire to catch your prey, you can find the determination to get past any obstacles in your way, and even have the strength to break through walls to reach your quarry. You additionally gain awareness of intruders in your territory. Most of all, as an artwork may very well lack eyes, ears, head, or nose, you do not need your regular senses to use this tracking ability.

Ruin of the Heart (300 CP, Discount Artwork)- The gallery symbolizes a rejection of the real, and works to make the border between reality and imagination blur for its visitors. You can now selectively impart illusions on targets in your vicinity. The spell draws on their memories and makes them see things they remember with nostalgia from the real world, whether cute stuffed bunnies or their parents or lovers. The more the victim's spirit is suffering, and the more difficulty he or she is having in telling dreams apart from reality, the more susceptible he or she is to your influence. You are limited to images in the target's memories, and the effect bend to fit with the subject's preconceptions. Even so, with enough power, it is possible to make the victim completely lose his or her touch with reality, such that he or she is lost to a world of illusions of his or her own making. You can selectively determine who is affected or unaffected by your influences.

Friends in the Gallery (400 CP, Discount Artwork)- Many of the different artworks have different objectives, and sometimes come into conflict. However, almost all of them seem to like you. They still have wills of their own, but you can usually convince them to help you out with things. The living artwork will refuse to attack you unless threatened, and will share secrets and information with you; given how few people usually worry about paintings spying on them, you never know what tidbits might be revealed. With enough work, they may even be willing to fight for you. If you have also taken the *Help From Afar* perk, your painting allies can exchange items and information between each other, such that

you can keep an eye on other parts of the gallery. After the jump, you are able to communicate with any artwork, even if they are not supposed to be alive; in addition, they will be more cooperative and willing to help you, even if they would normally oppose you.*

Full Projection (600 CP, Discount Artwork)- You are not stuck in the artificial construct of your artwork anymore. Now you can project a full, human body for yourself outside of your actual art piece. This projection has all of the powers that you would normally have in your true body. Your projection has the solid, physical appearance of an average human, and spiritual and physiological examinations of you will also not find anything amiss. Even so, you cast no reflection in the mirror, so you may want to do something to cover that up. While you can travel as far away from your artwork as you wish, you are still bound to it, and damage to it hurts you in turn. On the plus side, as your projected body is not truly alive, you do not suffer from any potential afflictions such as hunger, thirst, or disease, and any damage to your projected body does not actually hurt you (though it might still be painful). For humans, you automatically enter an indefinite sleep/coma as long as you are projecting yourself, but you can also project yourself if you are in a petrified, inanimate, paralyzed, or otherwise immovable state (including your soul being trapped in some sort of item). When either your real body or your projection travels to a separate reality/location from your other self, the projection will end, but you can choose whether your projection will snap back and be reabsorbed into your real body or if your real body will instead teleport to your projection's location and merge back together there.

Items

Candy (Free)- A single piece of lemon-flavored candy. You gain a new one each time you eat it.

Music Box (50 CP)- This little music box plays all of the soundtracks from the game; it was a short game, so there's not too much, though. You can mentally activate the music box without touching or even being near it. When the music box is activated and a track is selected, that song will continue to play until you turn it off or switch tunes, no matter where you go. Then again, a lot of the tracks are kind of spooky, so maybe now's not the best time to listen to them.

Art Supplies (50 CP, Free Drop-In)- A basic set of art equipment so that you can jump right into making beautiful art.

Lighter (50 CP, Free Local Human)- Does not come with any cigarettes. It's useful for lighting your way or burning things. Many of the paintings in the gallery are vulnerable to fire, and they will be warier of you. The lighter regenerates fuel once a month.

Palette Knife (50 CP, Free Artwork)- A small knife used for carving. Makes a decent weapon at close range.

Coat (100 CP)- A large, ragged coat that, while appearing to be heavy, does not slow you down in the slightest. The coat can also serve as a blanket, and whoever is wrapped up in the blanket has his or her fears gradually subside.

Little Mirror (100 CP)- A small, silver hand mirror. Despite being literally drawn from crayons, it is reflective. It can catch and reflect the sun's rays with enough intensity to melt solid ice.

Balls of Paint (100/300 CP)- Seven colored balls of solid paint: yellow, blue, purple, green, pink, red, and white. Each ball magically embodies its respective color, and could feasibly be tapped on for various spells with enough experimentation; generally, yellow symbolizes wind (and lightning), blue represents water, purple stands for general, non-elemental magic, green embodies earth and plants, pink symbolizes love and healing-oriented magic, red represents fire, and white embodies holy magic. Each ball costs 100 CP, but you can pay 300 CP for all seven. When the seven are put in the same place, they combine into a physical rainbow that you can walk across over any gap. The seven balls could also manifest as a rainbow attack that embodies all seven elements.

Artwork (200 CP)- You can take a piece of (canon) artwork from the gallery. Whatever you choose, it will have magical qualities. For instance, a painting of a sakura tree might actually shed real flowers outside the picture. Even if the artwork is sapient, it will be considered an item and therefore not count against companion limits in jumps under normal circumstances.

Blank Rose (200 CP)- A white-colored rose. Whenever you give it to a person, the holder can bond with it in a manner similar to Rose ~ Embodiment of Spirit. The rose will accordingly shift to a color that reflects the user's soul, and allow him or her to exist normally in realities that would normally alter or reject their existence. When the holder lets go of the rose for more than one day or chooses to relinquish control, though, the rose returns to its blank state and the former user loses the protection granted by the rose. However, until the time limit runs out, the person who was given the rose can automatically summon the rose back to himself or herself at will, as long as they have not relinquished their use of the rose back to you.

Memorabilia (300 CP, Discount Drop-In)- You get a free copy of the freeware *Ib* game, playable wherever you like, but you also get an enhanced video game copy of it, not to mention a full manga and anime movie. Plus, you get a variety of fan-made doujin, models, and other art items.

Eternal Blessing (300 CP, Discount Local Human)- A vase with an infinite supply of water; whenever water is drained from the container, more will appear to replace it without overflowing. As long as the vase is kept upright and does not lose water, however, the vase will remain at a reasonable level.

Careless Carrie and the Galette de Rois (300 CP, Discount Artwork)- A (literally) animated picture book depicting the cute and bloody tale of how a girl retrieved her lost key and opened the door. When the full tale is read aloud, the conclusion of the door being opened is applied to reality as well, so that if you are in front of a locked door, the door will inexplicably unlock itself. Be careful, though; the storybook's haphazard coloring made it a little difficult transferring the effect into the reality. If the book is not read in the right way (you automatically know how), reality might glitch; do not attempt to glitch the world unless you feel *really* lucky.

Final Stage (300 CP)- A large, diamond-shaped black bed. When alone, individuals feel a sense of nostalgia when they see the bed, but groups may pick up something unsettling about it. If you choose to sleep on the bed, you start to fall into a deep sleep, and are pulled into nostalgic memories of your past. As these memories are wonderful, you almost do not wish to wake up – and if you don't you never will. As you sink deeper and deeper into the dreams, your body loses health until you die, and become one with your dream for all eternity.

Truant Seconds Hand (500 CP)- A bizarre and rather unsettling clock artwork that determines the time in the room, specifically whether it is "day" or "night" depending on the position of the hands. When it is "day," the floor that the clock is in is bright and sunny. When it is "night," the area is dark. The time on the clock never changes on its own accord, meaning that it will remain permanently day or night in the room and building until you either switch the hands or turn off the clock. Other artworks in the area will change in title and appearance to match the setting. If certain beings are affected by night or day, they face similar effects now; for instance, breeds of vampires that can only come out between dusk and dawn would suffer as if it had suddenly become the middle of the day, or vice versa could be active within the area's effect even if it is really daytime. The switch between "day" and "night" only occurs within the building, and does not affect the time of the outside world.

Collected Works of Guertena (600 CP)- An extensive, multi-volume guide to all of Guertena's masterpieces, complete with special historical tidbits and other information. It even has entries for works that he would have liked to keep secret. After the jump, the book updates to provide information on all artworks in the world you are in, even though they do not count as part of Guertena's collection. Comes with its own library room that grows to fit all of the volumes.

Companions

You cannot bring any companion or allies from past jumps to assist you, but I will give you the chance to meet and befriend a few other people and things that are trying to find their way out of the Fabricated World as well.

When you manage to escape from the Fabricated World, any companions you have purchased will also be able to leave with you.

Ib (200 CP, Discount Drop-In)- The titular character of the series, Ib is a quiet and kind-hearted 8-year-old who loves fluffy bunnies. She came to see the art with her family, but she got separated from them and lost inside this world. Ib is a master at puzzles, and despite her ignorance of many sophisticated words, she is a sharp learner. Also, there may be more to her than meets the eye, as while she does not have the artistry of Guertena, she does have an unfathomable will like him, one that could reset the world or create a second, compact space if her unconscious wish was strong enough.



Garry (200 CP, Discount Local Human)- A skittish young man in his late teens with blue hair. He has greater courage than meets the eye, though, and he has fairly good physical strength and endurance. He has his own rose, and if you are a Local Human your rose's total number of petals is increased by 10 whenever you are with him. If necessary, he will sacrifice his own rose to save yours, as he wants to make sure you get out safely. In fact, that sacrificial trait of his continues even beyond the gallery. At any point while he's your companion, Garry may choose to have a lethal attack or power aimed at you take him instead.



Mary (200 CP, Discount Artwork)- Guertena's greatest painting and daughter, Mary is the mistress of the Fabricated World in her father's relative absence, but yearns to escape to the outside world and become human. She'll be more than happy to come with you, but keep in mind that she never really had real parents, much less a life outside the gallery, so her conception of morality and other real life things is rather stunted. She has learned a degree of her father's own craft of bringing art to life, though she is still stuck on crayons.



Drawbacks

My child, everything in life has a price to pay. I learned that a long time ago… If you wish for points to spend, you will need to give something up in exchange.

One Way Out (+0 CP, Mandatory)- Now, now we can't have you leaving too soon. Until you finish the gauntlet one way or another, you are trapped in the Fabricated World, and the only way to exit is through the special mural. Any teleportation abilities and items that you have outside of those purchased in the gauntlet will only allow you to travel 50 feet or less in any direction.

Fair Play (+0 CP, Mandatory if Art Beyond Measure is not taken)- I think that it's best if we even things a little, don't you? After all, even my greatest creations are still within the relative limits of human capability, so it's only fair that you be at the same level. With the exception of purchases for this jump, all of your abilities that go beyond the capabilities of a normal human have been locked or reduced to an equivalent level while you are stuck in the gallery.

Art Beyond Measure (+0 CP, Mandatory if Fair Play is not taken)- Then again, the new powers and skills you bring to the fold have given me some interesting new ideas for artwork… Tell you what, you can keep all the powers and items you have with you. In return, I am going to use what I've observed from your outside elements to improve my art creations. Now my art will no longer be at about the level of an average human, but instead strong enough to be a fair challenge to you. Have magic abilities, for instance? Well, I've just added magician-themed pieces that will give you quite the surprise.

Poor Graphics (+100 CP)- Well, even if you're trapped with a bunch of things trying to kill you, at least you get to look at some amazing paint…crap, who forgot to change the graphics?! Everything in the gauntlet, including yourself and the artwork, retains the appearance from the original game. Even if taken out of the jump, the artwork will be in a stunted, pixelated state.

Sapped Strength (+100 CP)- Your strength has been reduced to that of an average human - no, it's even less than that. Your muscles have been weakened such that you are no stronger than a 9-year-old child. Even pushing a normal-sized mannequin out of the way is too difficult for you.

Let Me In! (+100 CP)- For some reason, you cannot figure out how to open doors. The gallery is divided into many different rooms, so without help you may be stuck in a single room indefinitely. If taken with *Follow the Rules*, you are penalized if you try to break into a room another way (since it counts as vandalism), and with *Bound by the Rules*, you cannot conceive any way through except through doors.

Slapped (+100 CP)- You looked at something you weren't supposed to, and a painted red hand slapped you on the face. Now your entire vision has the visage of a red hand in the center, obscuring your full view.

Memory's Crannies (+100 CP)- The gallery takes away your memories of the gallery once you leave, but it looks like it messed up, so now you have no memories of the world outside the gallery. Even so, you still have an instinctual drive to escape the gallery.

Stopped Watch (+100 CP)- Time passes very strangely in the Fabricated World. You lose all ability to keep track of your time within the gallery.

What Does It Say? (+100 CP)- You have the reading skills of an average fourth grader. While you can still read many things, many words are too complicated for you to understand, and you will need someone to explain them to you.

Silence (+100)- Guertena found your voice especially loud, so he has decreed that you cannot speak at all during the jump. You can still communicate through other means, if you know how.

World of Mystery (+100)- There were admittedly some puzzles and the like within the game, but not too many. Now, though, there are puzzles everywhere, from calculation puzzles to logic puzzles to memory games. And be careful about losing, as the punishments are a little intense here.

Loves Me, Loves Me Not! (+200 CP, Local Human Only)- The ladies here just *love* to play with flowers. Instead of finding your rose when you arrive in the world, it has come into the possession of a painting. You had best find it before she finishes playing "Loves me, Loves me not!" She is close to where you start, and is coyly taking her time with the game, but you had better hurry, or else. Fortunately, after you recover your flower there will be a convenient vase of water nearby to restore your health.

Painted Passion (+200 CP, Artwork Only)- Artwork embodies unfathomable, inhuman passions, and Guertena's own works are filled with a dark, possessive instinct. Guertena has painted almost entirely over your human morals, such that all that matters to you is getting what you want, no matter the cost. You are more aggressive toward humans, and become almost bestial in your violent, possessive madness. Moreover, whatever color is most predominant on your art piece focuses your soul on a negative quality associated with that color (red is anger, blue is crybaby, yellow is gossip, green is envy, etc.).

A Whole WORLD of Art (+200/400/600 CP)- Despite things being spread out, the gallery in the game is rather simple to get through; that's what happens when you have to publish the game on your own. Now, though, it can be as large as you wish it to be. You can purchase this drawback up to three times, receiving +200 CP each time. The first time, the Fabricated World expands to the size of the Louvre. The second time, it becomes as large as Paris. If you feel really lucky and curious, you can take it a third time: now the Fabricated World is an entire world, covering about the same amount of space as the Earth's surface. In each case, the overall structure of the painted world remains the same, being similar to a museum and dungeon with no way out of the building, but the whole arrangement grows and shifts accordingly. And don't think that you'll exhaust Guertena this way; the number of enchanted works increases to match the size of the gallery. On the bright side, this means that there are so many more interesting things to explore and see - as long as you can still escape in time.

Just When You Thought You're Safe… (+200 CP)- All of the walls in the gallery are now lined with dark shadows. Whenever you approach a wall, there is a 1/3 chance that a shadowy hand will lash out and attack you.

Liars' Room (+300 CP)- Welcome to the Liars' Room! Why is it called that, you ask? Why, it is because everyone here must only tell the truth. If you tell a lie, then we would have to kill you. But don't worry, we're all nice here. And don't believe those people who say we don't tell the truth – they're just dirty liars!*

Careless Jumper and the Galette de Rois (+300 CP)- Oopsie! It looks like you swallowed a key by mistake, and it will remain stuck inside of you. Don't worry, the key's harmless. That said, it was the key for a very important door, and there is no duplicate. Anyone wishing to open the door will automatically know that the key is inside you, and will think that there is nothing wrong with extracting it, even if it means ripping you open.

Find the Key! (+300 CP)- Who? Who? Who has the key? At some point in your jump, you will find yourself locked in a room full of the eerie Blue Dolls. Pretty soon, the giant doll Red Eyes will come out of its painting, so you need to get out before it's too late. One of the dolls has a key, but you'll have to search hard to find it, especially since there are now over 50 dolls to search. Fail, and your mind will break. If you also took the *Careless Jumper* drawback, the key is in your own stomach, putting you in an awkward predicament. If you fail to escape and took *Hanged Jumper*, this is the last straw, and you will permanently lose your mind (for the gauntlet) as the darkness of the gallery engulfs you. Oh, and remember, the dolls count as displays, so be careful if you've also taken *Follow the Rules* or *Bound by the Rules*.

Open Doors (+300 CP)- Good news, all of the doors are unlocked and wide open! Of course, given how most of the artworks, who wish to kill you, are held back due to their inability to open doors, you may have a problem. They all instinctively know the quickest route to reach you.

Sealed Warehouse (+300 CP)- Now, now, no smuggling in extra things from the outside. The only items you need can be found inside this world, so your warehouse is locked out until you escape the gallery.

No Turning Back (+300 CP)- When you enter new, large areas (which may encompass multiple rooms), the way back to previous areas that you have traveled through will seal shut, leaving you with no choice but to keep moving forward.

Follow the Rules (+300 CP)- Remember those rules listed at the beginning? Now you must obey all of those rules, or you will have to pay a penalty. If you unintentionally break one of the rules, you are instantly hurt, but you're still let off easy. If you willingly defy a rule, however, you must pay the penalty. For Drop-Ins, your strength, speed, and health are permanently halved each time you break a rule. For Local Humans visiting the gallery, each time you break a rule, your rose count is halved, and your maximum limit is similarly halved. Each time one of the paintings breaks a rule, you must roll a 1d12, and, for the duration of the jump, give up a piece of your humanity – 1. Love; 2. Humor; 3. Creativity; 4. Hope; 5. Sexuality; 6. Faith; 7. Independence; 8. Sociability; 9. Courage; 10. Curiosity; 11. Kindness; or 12. Perception of Beauty. Each time you break another rule, or the same one again, the same penalty process applies; if you reroll your past sacrifice as an artwork, roll again until you lose something new. Please keep in mind the last rule: even if you follow the rest of the rules, you must still pay a penalty to escape the gallery. If you break all of the rules, and have broken rules in general at least thirteen times, you must pay the ultimate penalty, and forfeit the jump.

Bound by the Rules (+400 CP)- Well, you don't have to worry about breaking the rules anymore, because it is literally impossible for you to do so. They have been written on your very soul in bright, irremovable paint. You know all the rules by heart, love them, and follow them to the letter without hesitation. The very idea of breaking them horrifies you, and you will stop anyone who tries to break the rules. You could be forced against your will to break one of the rules, but you will resist to the best of your abilities. The last rule against leaving is not quite as concrete in your mind, but you still getting urges to hesitate the closer you get to escaping.

A Group of Three… (+400 CP)- …will never be able to leave. In your journey, you will make two good friends. However, only two of you can pass through the portal out of the world, and the third will have to be left behind. Whoever you choose, you will have some regrets that will continue to haunt you beyond the gallery. And both of your friends desperately want to escape, too, so if you aren't careful you might be the one left behind.

Lights Out (+400)- All of the lights in the gallery have gone not just dim but pitch black. The darkness makes it difficult to appreciate the artwork around you (or see them sneaking up behind you), but the living artworks are able to still see around in the darkness (you are the exception if you chose that background).

Hanged Jumper (+400 CP)- For one reason or another, shortly after your arrival in the gallery you ended up destroying a priceless, living artwork. The gallery has become much warier of you, and if you do not repent it may work harder to ensure that you stay and take the place of the one you destroyed. You can almost feel a noose around your neck, ready for the impending execution.

Heart's Ruin (+400 CP)- The gallery is playing games with you, and will increasingly show you images that unsettle you and slowly drive you toward madness. By the end of your journey, you will not be entirely certain which world is actually real, and if you are supposed to go or stay.

Swap (+400/600 CP)- Via a trading of existence, the fantasy can become reality and the reality can become but a fantasy… Okay, I'll let you import a single Companion you have from an earlier time before this jump, but there's a catch! It appears that an artwork has already escaped the gallery's curse, switching places with that Companion and painting a new reality. You will have no memories of the former Companion and only remember your new friend instead; however, with enough clues and effort you might be able to remember the truth. In addition, the replacement lacks any of the abilities that its predecessor had, though it might have a couple small skills it learned as an artwork. Your old companion is now an animate art piece in the gallery, albeit with his or her old memories intact. If you do not free your old companion before the end of the jump, you will fail the gauntlet even if you fulfill the escape requirements. And since he or she is a

painting now, the usual rules for escape apply, and a sacrifice will be needed, unless you somehow find a loophole. You could switch the companion back with the artwork, but it desperately wishes to remain in real life with you, and will do whatever is necessary to stay in the real world. For +600 CP, you can still escape without your old companion, but he or she will be forever lost, becoming a permanent part of the display. If the former painting remains real at the end of the gauntlet under that circumstance, it will become a permanent Companion, at the cost of losing your former Companion. As soon as the jump ends, your true memories return, and you will realize what you have done – and no, you can't wash your guilt away with amnesia, you're not getting out of this that easy.

Lost in the Gallery (+500 CP)- The gallery is always twisting itself around when you aren't looking, sometimes replacing passages with walls and distorting spatial dimensions in general, but at least it remains fairly orderly. Most of the time. Now, the very structure of the Fabricated World is constantly changing around you, and working to make you get lost forever. The arrangement of rooms is never the same. The room you just exited may not be the same room if you return, and you may end up looping through the same area over and over. And even if you are just about to reach the exit, your next step may be to the far end of the gallery again.

Down to One (+500 CP, Local Human Only)- Your rose only ever contains a single petal. Make one mistake, and it's all over.

Nobody in the Picture (+500 CP, Artwork Only)- There is no rule that a piece of art has to show something human, or even any sort of individual being. It can be painting of a landscape, or a sculpture of a castle, or something entirely abstract. You are now such an artwork, and your utter lack of a human form, even a representation of one, will be very jarring. Maybe in time you can adapt to your new self, but make sure you remember what it was like to actually be something living and human. DO NOT take in conjunction with *Memory's Crannies*, unless you somehow like the idea of being content as a mindless sofa.

Jumper All Alone (+500)- You are truly alone in this dark and dangerous world. No one will ally with you in any way, so you'll have to figure things out on your own. If you made any companion purchases, they appear outside of the Fabricated

World, such that you won't be able to reach your friends until you escape. Do you have what it takes to make it out all by yourself, or will you surrender to the loneliness and despair?

No Attack Option (+500)- You are unable to use attacks against enemies during the jump, leaving you with no choice but to flee from anything threatening. At most, you can indirectly attack opponents, such as by luring them to a pit to fall into or burning their painting, but you are unable to take any direct actions against them.

One Day (+600 CP)- Go ahead, make fun of the game. It took that lone designer years of effort to complete, but you just laugh at how simple it is. It only takes a few hours to complete, tops, you say. Well, let's see if you can live up to that boast. You have 24 hours to escape the gallery, or it's game over.

Bonus Dungeon (+600 CP)- Even after you get close to the exit from the Fabricated World and your troubles seem to be over, you'll have to complete one more challenge: a special set of gallery sections containing some of Guertena's rarest and forgotten artworks. Plus, unlike the game, you'll actually get to encounter Guertena's very spirit when you finish the last puzzle, for better or for worse. Think you're up for the challenge?

The Forgotten Jumper (+600/800 CP)- Just as you were entering this world, a very clever and determined painting swapped places with you. It now has all of your past powers, and all those who knew you only remember the artwork now. Now you must escape the gallery, or else the switch will become permanent, and the painted jumper will continue on its journey while you lay forgotten in a world of art. You will need to defeat the painted jumper and switch places again, but it won't be easy. On the bright side, the fake jumper does not have your memories, limiting its understanding of its new powers (some perks may not qualify for access by the artwork, or lose the automatic aspects); then again, not knowing how to handle the equivalent of a nuke can be pretty dangerous to everyone. Plus, even after you defeat the faker, you won't get your stolen powers back until you escape the Fabricated World. For an extra bonus, up to 8 companions will be imported to the gauntlet. How is this bad? Well, now that reality's been repainted, the

companions will take your doppelganger's side, as you're nothing but a sneaky piece of artwork – so says the *real* jumper. Also, the others' memories of you will not return until you have both destroyed your replacement and escaped the gallery, so until then they may try to take vengeance for your heinous murder.

Fin

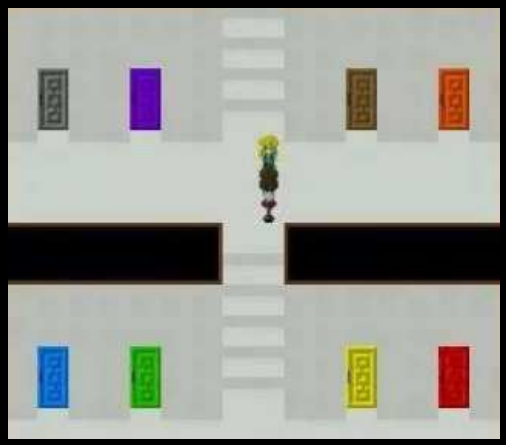


Well, it looks like you found a way back into the real world. Jump-chan has returned and you can move on with your regular jumps. All drawbacks have been revoked. But I suppose you do deserve a little extra reward for getting this far.

Black Key ~ True Gallery

You find an enigmatic black key that gleams in the darkness and unlocks a special gallery for your own use. A large art museum will now be attached to your Warehouse. It contains a copy of every artwork you have encountered in your journeys. They are just as beautiful as the originals, and will always remain in pristine condition. They also retain any magical enhancements and intelligence that the originals had. You can take the artworks out of your gallery and they will continue to function normally, but if they are lost or destroyed they will reappear in your gallery. In order for an artwork to become a part of the gallery, you must have seen the piece in person, and know the full title of the work. In addition, the lobby contains a music player (in the shape of a giant blue music note) with the full soundtrack of all musical themes you have encountered so far in your jumpchain.





NOTES

Rose ~ Embodiment of Soul- If you are a Local Human in the jump, you get stuck with a rose and its attached weaknesses during the jump. However, as long as you choose to take the respective perk, you can summon it in other worlds, where it might be of more use to you. Also, while the rose can use water to regenerate its (and your own) physical health, the rose does not need water to stay alive.

Friends in the Gallery- Here are a couple of examples how to use this perk outside the gallery. In the case of artworks that are not alive, you can somehow communicate with them; while they remain inanimate, they can often share important pieces of gossip they have observed through their innocuous presence. In the case of active pieces of artwork, such as cursed paintings or artistically-designed golems, they generally lose hostility, even if they were programmed to attack. For instance, a gargoyle or stained glass golem would ignore its programmed command to attack anything in the room and instead leave you alone, so long as you did not overly antagonize it or it does not receive direct, immediate commands from its master. Please note that this only works for constructs that could qualify as art; an animated statue would count, but not something like a clay golem.

Promise of Reunion- Regardless of whether or not you take this perk, you and your companions will be able to keep your memories after escaping the gallery. Also, please keep in mind that the perk does not prevent the loss of amnesia, and instead helps restore your memories after the mind wipe. If you do not have a memento with you when the amnesia sets in, the perk will not work. On the other hand, this perk could serve as a useful ploy in a scenario where you know that losing your memories is inevitable (but nothing is said about you never regaining them).

Liars' Room- You begin your adventure in the Liars' Room, where everyone lies. Fortunately, they all believe that you are a liar just like them, so even if you say something true, they will assume that whatever you said was a lie. However, if they find out that you have said something true, the artworks in the room will team

up to maim and kill you. And don't think that you can escape by leaving the room; the paintings all gossip and communicate with each other, and when word gets back to them that you told a truth, they will come after you to punish you.