Just A Casual Board Game Gauntlet
Public release Version 0.2, sparkles and glitter edition, by Myrmidont
A Jumpchain Gauntlet

Gauntlet Outline

In a world very much like the one you departed so many jumps ago - and in fact, similar to so many jumps since - you sit down with some friends in the lounge room and are about to play a board game.
You're not sure whose idea it was, but surely this will be a good way to kill an afternoon...

The name on the wooden box is **JUMANJI**.

You get **0cp.**



Gauntlet Rules:
Tl;dr – Play Jumanji, try to win.

Long and Detailed Version:
The game begins with you and three others - either your companions or generic kids sitting around the living room of a large house. Detail them as you wish. Whose house? Dunno, up to you.
Your powers, abilities and perks (as are those of your companions, if any) are disabled and sealed away and body adjusted to that of a child or teenager, appearance modelled after your "Bodymod standard" or your real body if you did not use the bodymod supplement.
Your age is 10+2d6 and the year is AD 1970+d66.

Playing The Game
The game follows the basic rules for Jumanji.

A Game for those who seek to find
a way to leave their world behind.
You roll the dice to move your token.
Doubles gets another turn.
The first player to reach the end wins.

Adventurers beware:
Do not begin unless you intend to finish.
The exciting consequences of
the game will vanish only when
a player has reached Jumanji
and called out its name.



Because Jumanji uses d6s, everyone rolls a d6 - highest going first, ties re-rolled. Play proceeds in a clockwise direction (fanwank where each person is sitting).



Every player on their turn rolls 2d6, then reads aloud the result that appears in the middle of the board. Doubles get another turn. It is important to note that play *cannot* proceed unless the player whose turn it is rolls, and they must roll the dice that came with the game. Losing one or both of the game's dice is a good way to make this a *really* long game.
Only in the case of death or being trapped in Jumanji does the game allow skipping someone's turn.

If the result is an *odd* number, all the players are drawn into the fantastic jungle world of Jumanji to complete a task or puzzle, and on completion, are returned. There is no time limit unless specified by the clue (usually in such terms as 'by last light' or 'before the rains').
The jungles of Jumanji are filled with deadly and dangerous terrain, creatures, tribes and individuals, though the goal is rarely to defeat them physically - they are usually obstacles to be outwitted or fended off rather than objectives to be slain, but exceptions do happen.
Example quests may include: locating a puzzle box described with cryptic clues and solving it; solving enigmas which only make sense after encountering certain people in the jungle, repairing a crashed aircraft with the help of its stranded pilot, solving a tribe's moral or social dilemma, or undoing a wrong caused by a previous player. There's a **Jumanji Quest Generator** further down.



If the result is an *even* number, an event or creatures from the Jumanji world spawns into the player's world, or affects a player without taking them into Jumanji. These hazards, emanating or centred from the centre of the board, will quickly drive players away in the short term. The game board itself is never damaged by these events but may be carried away from its starting position. Anything spawned by an event remains in the world until the game's end, but may wander outside to cause havoc.
Conscientious players may wish to keep their neighbours from being eaten by the wildlife.
There's an **Encounter Table** further down.





Exception to roll results: the first (and only the first) player to roll less than 7 on the 2d6 is sucked into Jumanji by themselves and cannot leave until another player rolls a **five** or **eight** - though this captured player is free to move around the jungle and do things, even help the other players when they are sucked into the jungle realm as well. No other event happens on this player's turn and play passes directly to the next player. Their turns at the game board are skipped until they return. The player who makes the roll to free them still has an event occur.
Time in Jumanji passes in parallel to the normal world, and as time passes normally, they will tire, need food, water, sleep etc. as normal.

In any case, you can either randomly generate the hazards/task from the table at the end of this document, or you can totally fankwank what happens – but in that case, follow the rule of ***the higher the roll, the higher the danger.***

Should anyone attempt to cheat (eg: by manipulating the dice) their token moves back to the start position and the player will be cursed to bear a monkey's form (including tail), retaining their facial features, until the game ends. While thoroughly embarrassing, a monkey form can be handy while playing Jumanji...



Mutators
You can modify your experience by selecting an option below.

+0cp That Other Game: The title on the box says “Zathura”, and it’s about your house flying through space – but aside from the setting and cosmetic effects, play otherwise follows similar rules. Being sent to Jumanji instead takes to you a human-habitable but otherwise alien world, or strands you on an alien spaceship.

+0cp No Middle Ground: None of this odd/even number shenanigans - it's either "movie version" all the way, or "animated series" all the way. When you roll, you either *always* get sent into Jumanji, or hazards *always* manifest in the real world. Does not affect the “first roll below 7” rule.

+0cp New Players Have Entered The Game: When you and your friend (singular) find the game, two pieces are already on the board: two other children started playing, but after the second person was sucked into Jumanji, the first ran off before their turn and never finished the game...ten years ago.
Ignore the exception event for ‘rolling under 7’ – that’s already happened.

Once you and your friend have played your first turns, inserted after the second (lost) player’s turn, you’ll have to find the first player and convince them to re-join the game so play can progress.

That person is a (relatively) fully-functioning adult, within today’s standards. Some trauma or social stigmatism may be evident. They have the advantages of being grown up in society – probably having a place of their own to live, owning a car, being able to drive, drink, maybe owning a gun, and usually being more physically capable than the kids (ie: you and your friend). However, this person is highly nervous of the game and most jungle hazards and is probably very reluctant to play.

The other one is still trapped in Jumanji, ready to be freed on a roll of 5 or 8. They never really grew up, socially or mentally, even if they grew older. However, they are very motivated to finish the game, and are very capable at jungle survival and dealing with Jumanji’s animals and hazards – though still human. However, they might need some time to adjust, if you free them, and isolation in a nightmare jungle has made them…well, calling them skittish, superstitious and paranoid is probably the kind way of saying it.

These adults can have the personalities/mundane appearances of two of your existing companions, age 20+2d6, or can be new creations.

Finishing the game
The first player to reach 33 spaces moved (to the centre of the board) and is able to call out "Jumanji!" wins. If they are on the centre but unable to call out (due to death, injury, transformation into a non-speaking form, etc.) then play proceeds to the next person. If a second person reaches the centre, they may call out and win the game.

On completion of the game, all effects are reversed: animals and hazards are banished back to the jungle realm, curses are lifted, damage repaired and those stranded are returned. Even the time spent playing is reversed - effectively, undoing all intervening time and consequences, including the death of players and bystanders. Only (possibly traumatic) memories remain.



Failure
Dying within this jump is a failure condition – though your fellow players may finish the game in your stead and bring you back to life, you will not gain any rewards for the Gauntlet.
There is no time limit on this game, but you *will* die of old age at some point if you just decide to stop playing without finishing the game, and even though the game can bring you back to life, any death still counts.



Turning into one of Jumanji's inhabitants, like Van Pelt or Trader Slick is also a failure. This happens if a player kills them – because the game must always have those characters, that player will slowly turn into them and take their place in the game.

Success
Completing this gauntlet grants a number of rewards.

Item - Jumanji, Consequences Edition - a replica of the Jumanji game, down to the last exacting detail, with one flaw: On completion it does *not* undo the consequences of playing. It removes summoned wildlife and hazards and spits out anyone trapped in Jumanji, but does not "reset the world" to its starting state - no repairing damage, no bringing back those killed by wildlife or hazards, and the injuries and memories of players and non-player bystanders alike remain.



This version of the game is completely resistant to luck and probability-altering perks and magic, and attempts to overpower it are treated as cheating attempts – cursing the cheater to monkey form.



Perk - The Dark Continent - the Jumper, by touching the centre piece of the "Jumanji, Consequences Edition" board, may transport himself and any willing people into the jungle world of Jumanji, a pocket realm self-contained within the game board. They don't have to be playing the game to do this.
Conduct experiments, hunt wildlife, convert the savage locals to Pastafarianism, or otherwise it makes excellent training ground in case you wanted to visit Catachan any time soon. When the Jumper chooses to return, anyone and anything they brought into Jumanji returns as well. Nothing from inside Jumanji can be taken out of the realm except memories (and injuries). Time passes at a 1:1 rate.

Perk – Game Theory– You gain an intuitive understanding of rules, statistics and logic as they apply to games, and the supernatural ability to divine a game's rules.
Your understanding of game theory is such that you can assign hard probabilities to your chances of winning a game at any given moment. This takes into account your opponent's status, even if you don't know what that status is. This isn't a predictive ability, so even if you have a 99% chance of winning, you might roll that unlucky 1%, but at least you know if your chances are getting better or worse.
Your supernatural ability to divine a game's rules is activated just by touching the board or a piece from that game. All of the game's rules are mentally revealed to you – even rules which are concealed at the game's outset and only revealed or generated after play has begun. If you can play multiple games with a given piece – like a standard deck of cards – thinking of the game's name and touching it is required. This perk applies to digital games and physical sports as well.

Any of your companions, including “The Gamers”, who played through this gauntlet with you also earn Game Theory as a perk.

Companions - The Gamers – If you chose to make any new NPCs for the other players instead of importing current companions, you may take these new friends as companions. “The Gamers” take up one active companion slot, but upgrades for them in future jumps must be bought individually.

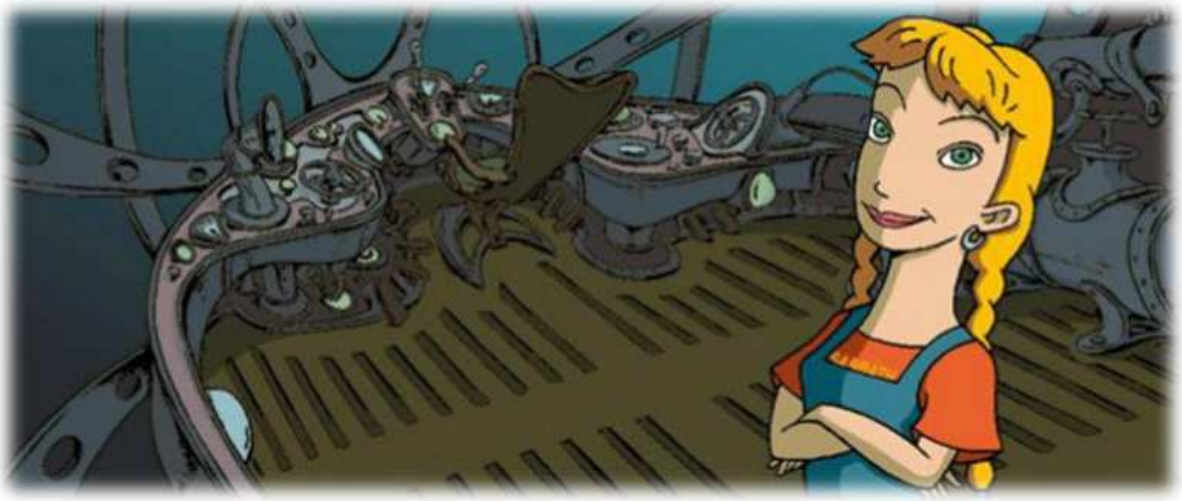
Perk - Cheater - Anyone who cheated gains a monkey alt-form at will.

Notes to Jumpers:

- No perks, abilities, powers, items, or warehouse access. Only your memories, personality and bodymod body.
- I am aware tradition for jumpchains is to use d8's, but since Jumanji uses d6's, an exception is made for this gauntlet.
- If you don't know how to roll a d66 ask someone. Yes, you can roll a result to be playing in the year 2036. Have fun, it doesn't make it any easier.
- Cheating doesn't have to be "trying to modify the dice rolls". It could be cheating at a quest eg: instead of retrieving a holy spear for a tribe, you found any old spear and passed it off as the real thing. Jumanji knows the *intention*s of your actions. That said, in a gauntlet without powers, the monkey form is genuinely useful for the prehensile tail, climbing skill and agility.
- I have included some Random Tables (below) for hazards and quests, but if you want to fanwank challenges or the whole thing, go ahead.
- I designed the rolls on the basis of half book & movie (shit mostly happens in the real world) and half animated TV series (shit mostly happens in the Jumanji world) to try to get a good mix.

- What's This 'Jumanji: Consequences Edition' crap? Why can't I have the real deal?
- Because the real version contains time-altering power, undoing what happened during the game but leaving the players' memories.
  Consequences Edition permits no time-fuckery and though this means it still has the power to wreck the area, it's nothing more than a summoner or mad scientist Jumper couldn't do themselves anyway. All the mortal danger, none of the OP time bending.

- Can I take Professor Ibsen's tech? Like his future-predicting computer?
- Yes and no. Professor Ibsen and his tech – and, actually, everything inside Jumanji – is magically created by Jumanji's power. That is, they work because Jumanji's magic says they should work. So you can take his stuff to use inside of Jumanji itself, but it doesn't actually mean his designs work in the real world.
  They could provide a good source of inspiration, and may even be possible to make with technomagical means – but not science alone.



Random Tables - Optional

When you roll 2d6 to move your piece, your result can determine how dangerous the hazard or quest is.

2	A distraction at best
3	A nuisance
4	Gross or frightening but not a real danger
5	Threatening or aggressive
6	Hazardous
7	fairly dangerous
8	Dangerous
9	Very dangerous
10	A lethal threat
11	Exceptionally deadly
12	Pretty much guaranteed someone will die



Encounter Table (roll on this table when the 2d6 result is even)

Re-roll any duplicates

1	Heatwave
2	Cyclone(/hurricane/typhoon)
3	Monsoon – huge deluge of rain, even inside, quickly flooding the lower level of the house. A crocodile looms in the flooding waters.
4	A Lion
5	Two Leopards
6	A pack of four Hyenas.
7	A pack of four African Wild Dogs
8	A huge stampede of African herbivores and birds including giraffes, hippos, ibex, zebra, wildebeasts, elephants, rhinos, warthogs and many more. Easily destroys anything in its path.
9	A gigantic constrictor snake/Anaconda
10	A swarm of giant spiders
11	A swarm of giant mosquitoes
12	Deadly man-eating vines – the large pods snare with tendrils; the flowers fire barbs with tranquilising poison.
13	Van Pelt, Manhunter, appears, selecting the player who rolled as his primary target.
14	Professor Ibsen and a selection of his biomechanical creations appear.
15	Crocodiles spawn in any nearby water, including bathtubs and swimming pools.
16	Quicksand – people on the floor sink into it as though it's quicksand.
17	A Rhino charges into the room.
18	An Elephant charges through the room.
19	Swarms of vampire bats billow in through windows or chimneys
20	A hunting party of 5 Manji pygmies attempt to capture anyone they can find and take them away to be slow roasted and eaten after appropriate tribal rituals.
21	Hundreds of small, venomous snakes appear.
22	Water pours into the room from an upstairs window, carrying in a school of piranhas. This water, aside from the disruption to the game it will cause, will probably collect in the living room or basement, filling it with a pool infested with flesh-eating fish.
23	An Earthquake strikes, opening up great chasms in the ground and damaging buildings.
24	Giant Leeches attack, swimming through water or dropping from overhangs onto players.
25	A War Rhino charges. It's a huge, angry rhino with metal and leather armour barding, and a metal blade affixed to its horn.

Jumanji Quest Generator (use when the 2d6 result is odd)

Sorry there's no way I can come up with enough rhyming riddle challenges like the TV show to make random generation worth it. Have a ripped-off quest generator instead; invent your own rhyming clue. The description of the quest goes:

*"The characters must **[DO] [SOMETHING]**, at/to **[LOCATION]**, but have to contend with **[COMPLICATIONS]** while being confronted by **[OPPOSITION]**."*

Roll d6 for the column and d6 for the row to get a result for each table. You can re-roll if your quest doesn't make sense.

[DO]

	1	2	3	4	5	6
1	Assist	Negotiate With	Build	Escape	Avenge	Escort
2	Guide	Hide from	Support	Trap	Save	Confront
3	Chase	Journey to/with	Rescue	Locate	Travel With	Protect
4	Discover	Defeat	Safeguard	Resolve	Trade	Recover
5	Retrieve	Investigate	Locate	Reveal	Prevent	Destroy
6	Foil	Explore	Steal	Speak With	Meet	Banish

[SOMETHING]

	1	2	3	4	5	6
1	Thief	Friend	Puzzle	Villain	Shaman	Organisation
2	Spirit	Ally	Treasure	Dilemma	Stranger	Oracle
3	Magical Beast	Family	Relic	Monster	Love Interest	Tribe
4	Warriors	Teacher	Weapon	Animal	Merchant	Map
5	Hermit	Mentor	Construct	Rival	King/Noble	Secret
6	Hunter	Student	Ruin	Chieftain	Tyrant	Mystical Event

[LOCATION]

	1	2	3	4	5	6
1	Swamp	Tomb	Campsite	Rainforest	Burrow	Volcano
2	Mountain	River	Emporium	Animal Den	Mangroves	Sinkhole
3	Valley	Hills	Lake	Pyramid	Prison	Woods
4	Jungle	Chasm	Cliffs	Billabong	Hermit's Hut	Temple
5	Ruins	Savannah	Caves	Plateau	Wetlands	Animal Nest
6	Manor	Stronghold	Grasslands	Tunnels	Tower	Hot Springs

[COMPLICATION]

	1	2	3	4	5	6
1	None	No Supplies	Long Trek	Captured	No Morals	Hail
2	Storm	Item Lost	Insects	No Tools	Mind Control	Bug Hives
3	Quicksand	Rain	Magic Event	Wild Fire	No Help	Magic Curse
4	Abduction	Poison Plants	Flood	Betrayed	Hostages	Bad Luck
5	Hunted	Lost	Battle	Hurricane	Bystanders	In-fighting
6	Cryptic Clues	Tracked	Split up	Mobile Plants	Monsoon	Squabbling

[OPPOSITION]

	1	2	3	4	5	6
1	Headhunters	Golems	Outlaws	Voodoo	Madman	Carnivorous Plants
2	Shaman	Manji Tribe	Spirits	A Traitor	War Animal	Player Duplicates
3	Chief	Prof. Ibsen	Pygmies	Tradition	Criminals	Ex-Love Interest
4	War	Adventurer	Van Pelt	Mummies	Undead	Pack of beasts
5	Native Traps	Giant Beast	Conspiracy	Trader Slick	Wild Beast	Cyborg Animal
6	Stupidity	Hostile Tribe	Hive	Ex-Ally	Cannibals	Giant Insect

Myrmidont's playlog (Example)

Day 1
The year is 1994. I set out the table first. Starting with me (age 15), on my left is V (age 18), then LC (age 13) then KS (age 17). Rolling for order, LC got a 6, so the order of play is: LC, KS, M (Me) and V.

LC Rolls 11 - A deadly task in Jumanji itself. Random quest: We must escort a student to some cliffs, but we are tracked by a trained war animal. LC has the memories that will be the most help here. V suffers a severe injury – a broken arm –and by the time we get there we are battered, bruised and exhausted. It's taken us the better part of the afternoon to complete.

After some rudimentary first aid and a splint for V's arm, KS rolls a 6 – and because they are the first to roll under 7, transported to Jumanji. Bugger. KS has just enough time to read the result aloud before everyone screams as KS is sucked into the game board. Luckily, KS is pretty independent and competent, so even though they're not a jungle survivalist I'm confident they won't do anything stupid.

V needs medical attention for the arm she broke – it's late in the afternoon.
Everyone bunks on the couches.
KS spends the night alone in Jumanji, with African Wild Dogs snarling at the bottom of the tree she's in.

Day 2
First thing in the morning after we prepare ourselves, M rolls a 7 - A fairly dangerous quest in Jumanji. Rolled "Save/Puzzle/Hot Springs/Hunted/Chief". "Save a puzzle" doesn't really make sense, so I re-rolled the [Do], giving me "Journey To a Puzzle at some Hot Springs while being Hunted by a Tribal Chief". Guess we're not coming home until we solve it.
Navigation is difficult until LC climbs a tree to look for clouds of volcanic steam, and with a destination, we set off.
Within minutes, the sounds of tribal war drums echoes across the jungle as a cannibal Chief prepares to hunt. His warriors are acting as beaters, searching for us and trying to scare us into his path.
KS, earlier taken into Jumanji, actually manages to find us in the jungle by following the sound of the Chief's war drums.
When we solve the puzzle, we promise KS we'll try to get them back to the real world again.

V rolls a 5, making good on our promise to KS, who returns from Jumanji…just in time to get sucked back in with everyone else for our next quest. Defeat a Relic at a Stronghold, but there's a Battle going on as we confront a Giant Beast.
We follow the crumbling stone markers in the jungle to where the ancient fortress with the relic lies. It's a cursed item that controls the giant beast, and one of the native tribes is worshipping it, and the others – the Manji – are trying to seize and destroy the relic before it gathers too much power. Or something. By the time we get there, the battle is in full swing. An enormous oliphant is the beast, and the enemy chieftain and his entourage are riding it into battle, relic in hand.
We use fire to distract and scare the oliphant, allowing the Manji to scale it and attack the riders. The Manji swear to bury the relic where nobody will find it, but we don't trust them to do it properly so we take it ourselves to hide. This done, we return.

LC rolls an 8 (moves to square 19), dangerous – hundreds of venomous snakes start squirming out of the nooks and crannies of the house. We pile up the chairs, tables and furniture in a kind of improvised fort in the middle of the lounge room.

KS rolls a 6 (moves to square 12) fairly dangerous – Quicksand. We immediately start sinking into the ground. Luckily we can grab onto the couches and tables that we made our fort out of to pull ourselves free. LC, being youngest, doesn't have the strength, and despite our best efforts, they sink below the floor – and unknown to us, falls through the ceiling of the basement onto a pile of gardening equipment, injuring herself. By jumping from one piece of furniture to the next, we escape the living room with the game board. KS kicks away any snakes that try to follow us into the kitchen. We set the board up again on the counter.

M rolls 10 (moves to square 17) for a potentially lethal encounter – deadly man-eating vines start growing through the house. We don't know that the flowers can spit poison barbs, but it's pretty obvious that the vines are going to grab us if they can. KS grabs a cleaver from the knife block and hacks at the vines as V helps M escape through the kitchen window.
Outside, the basement door bursts open to our surprise and LC emerges, injured and covered in dust, but wielding a set of garden shears.

Arguments happen as we try to decide whether to give up for the moment, rest up and return later, or press on to try to win as fast as possible. Behind us, the vines are slowly enveloping the entire house.

We leave my house in its overgrown state to crash at V's place and resume in the morning.

Day 3
Setting up on the back porch, V rolls 4 (moves to square 9) for a frightening but not especially dangerous hazard – V: "Stop flicking my neck" M: "I'm not touching your neck". Cue slowly turning around to see it's the flicking tongue of a *huge* anaconda. Luckily it's not hungry this time and the only injury is to our dignity as we all run screaming like little girls. The only problem is we left the game board and dice near the snake. Some time later, we manage to get a fishing rod from the garage (at great personal risk – there are carnivorous plant pods everywhere) and snag the board from a distance – the anaconda is just sleeping right next to it, and we don't *know* that it's not going to eat us given the chance.

LC rolls another 8 (moves to square 27) and a dangerous encounter – a lion spawns *somewhere* in our house. Stay very quiet and give the dice to the next player very quickly.

KS rolls 10 (moves to square 22) for a very dangerous hazard – Van Pelt, Manhunter arrives on the scene. I was wondering if this guy would show up. Run like hell and pray he runs out of bullets soon. Chaos ensues as gunshots ring out. Sound attracts the lion, turning into a game of cat and mouse as we try to sneak back towards the game board.
It's to our favour that the plants, snakes and lion are as much of a distraction to Van Pelt as they are a threat to us.

M rolls a 7 (moves to square 24) – a dangerous quest back in Jumanji – Foil/Family/Tower/No Morals/Player Duplicates. So, we're going to go fight evil versions of ourselves? That's probably not going to go to plan. Van Pelt seems to have followed us back into the jungle, as well.
The solution to this quest is not quite so obvious – *we* are the ones with no morals, it transpires, and it turns out that even though we probably could fight and eliminate them, Jumanji is teaching us that our duplicates deserve to live as well.
This one probably takes us a while to complete, probably most of the day.

Even though we're getting near the end, we might yet have a few more trips to Jumanji, so we head back to V's place for the night, probably enduring at least one attempted attack by Van Pelt before the police arrive and he bugs out.

Day 4
V rolls 3, continuing their streak of low rolls (and moving to square 12) and generates a nuisance level quest. We must journey to some mystical event at the River, squabbling among ourselves, probably arguing whose stupid idea it was to play this game in the first place, with our main opposition being (incompetent) headhunters. Much more dangerous and a constant pain is Van Pelt's continued stalking of our group.

By lunch time we're tired of being harassed through the jungle by Van Pelt and stupid headhunters, but we made it in time to witness the Blood River and get back home.

LC rolls another 11, more than enough to move her past square 33 and onto the centre, and wins the game by calling "Jumanji!".