



Ah, good to see you.

I suppose you're wondering why you're here. Well, I heard about your little adventures, and it seems you amassed quite the set of skills. Skills that might come in use for a little challenge I've set up for you. Now then, I have a couple of heists I want you to pull off. Since this is a game of trial and error, your usual fail condition of death or inability to continue is not present. If you die or somehow find yourself unable to progress forward at any point, you can respawn and try again. Instead, you lose the game if you willingly choose to give up. You get to continue your jumpchain adventure, but leave this place empty handed. Do these jobs right, though, and your efforts will be rewarded.

I'm not letting you go alone. If you're going to play the game, you'll need this.

Choose Your Own Fail (free and mandatory): Your actions are going to work in a "Choose Your Own Adventure" format. When you activate this, time will stop for everyone-including you-(except when it doesn't but we'll get to that) and you'll be given a small selection of actions, powers, and/or items you can use to make progress. Choose one, and this perk will give you that option set up and ready to go. But be careful, some of these choices can backfire.

By the way, for the duration of this gauntlet, the only way you'll be able to use anyperks, powers, or items is if that perk up there gives you the option to. Having all your choices all the time is cheating, you know? Anyways, this would be the time when you get your CP, but uh... someone already snagged it all. I wonder who.

Alright, let's get started.



Alright, your first mission should be easy enough. There's a bank in the middle of the desert, filled with piles upon piles of cash. Okay, it's more like a vault, but that's not the point! Your mission is to get inside by any means necessary. Prove you can do this, and we might actually get somewhere.

But first, maybe we can remedy that CP issue.

Drawbacks

You can take as many or as few as you want. These drawbacks will be sticking around for the entire gauntlet.

Talking to Yourself (+100CP): Normally due to the jumpchain nature, you'd have a lot of different people with different voices. Now, not so much. All the male characters are now voiced by Marcus B (PuffballsUnited himself), while all the female characters are voiced by Reese B. This also applies to you and anyone else you bring with you, which will sound like Marcus/Reese doing their best impression of you. If you decide you like the voice you're given for whatever reason, you can keep it post jump, but get no CP for it beyond this jump.

World of Stickman (+100CP): Actually, it's Stickmin. No, I don't know why. Oh right, drawback. Basically what this drawback does is turn everyone into stick figures. Including you. The only distinctive features anyone has is their hairstyle, head accessories, and/or facial features.

I clicked it! I clicked the thing! (+200CP): You've got the reflexes of a statue. I won't explain why this is a bad thing just yet, but just know that when it does become relevant, this is going to be a problem.

What an idiot. (+200CP): You really don't think things ahead, do you? It seems like you lack the mental capacity to think about the complications of how you're going to use the choice to complete your task. This is a world that determines whether the laws of fiction or reality take control over every option with the flip of a coin, you know. Not a good combination.

Chaos Control Crisis (+300CP): The Center for Chaos Containment is this world's expy of the SCP Foundation, dedicated to stopping chaos where it springs up. The problem is that they're absolutely horrible at it, and their attempts to interfere only make things worse. While right now they would only be subjected to one or two occurrences, now they're going to be a constant nuisance messing things up and causing craziness all around you. Your only mercy is that CYOF will let you choose how to deal with the situation, but the choices are all extremely vague.

You just can't seem to get the hang of that thing, can you? (+300CP): You know all those fancy powers and items and stuff that you had beforehand that I'm letting you use with the CYOF's permission? Yeah, now you lose knowledge on how to use them properly. Which means you could easily screw something up due to your lack of knowledge, like overdoing it with your metalbending. Also, sometimes CYOF will screw around with the stuff so that it won't work the way it intended, like removing some of the required secondary powers.

Randomizer Rampage (+500CP): I don't even know why you'd think this is worth it, but here it is. Now, this is a game about trial and error, so normally after a fail, we'd send you back to the last time you used CYOF with the same selection of choices (i'll call this a "checkpoint"). This is not the case anymore. If you end up getting a fail, you'll still be sent back to the last checkpoint, but you'll be given *new* choices with entirely different outcomes. And the next time you get another fail, you get new choices again. And again. And again. And again and again and again. You see where I'm going with this? Take this drawback at your own risk.

Perks

Hmm... (100CP): So, you have the means to get the tools you need at the immediate moment, and that's all well and good, but chances are you probably have no idea what you're doing or what it is you're supposed to do. If that's the case, this is the perk for you. Right off the bat, you have a solid idea of what your objective is and how you want to achieve it.

So... (100CP): Jumper of few words, huh? I get it, you don't want to go through all those issues that come with having to explain paragraphs of information to someone. Well, no worries, that's what this is for. You now have the ability to convey large amounts of information through simple expressions and gestures, at most requiring one word and the rest will do the work offscreen. This even works on things like phones and radios where your face can't be seen. Somehow.

How did we lose one? (200CP): The power of gullibility is a strange but useful one. Sometimes some folks will see a box or bag on the side of the road, and throw it in with the rest without questioning how it could have gotten out. Thanks to this perk, you can now take advantage of that gullibility by way of disguises. Just hide yourself in a bag or box, and everyone that sees it will think you really are just a bag or box. Unfortunately, this doesn't account for other factors like laziness.

Uh-oh. (200CP): I'm going to be honest here, you're going to get hurt. A lot. Trial and error is the game, and that game involves a lot of comical injury. Luckily for you, this perk allows you to take all that in stride. As if you've already gotten yourself killed repeatedly, you've been seemingly numbed from the pain and panic that normally comes with these injuries. You won't turn into a screaming mess anymore! Well, maybe a little scream, but it could always get worse.

Failure to Success (300CP): As a wise man once said, "failure soon will lead to success, even if it's excessive". Or something. You take that sentence to heart, and it boosts your determination. Even if you get stabbed, shot, flattened, burned alive, decapitated, impaled, torn apart, run over, or any other horrible thing that can happen to a human body, you'll still have the mental fortitude to keep going. Keep in mind that I said *mental* fortitude. Your body (or what's left of it) is going to hate you with a burning passion if you push yourself too far.

Items

Teleporter (free): A remote-like device consisting of three green panels and a red button in the middle. I think you're supposed to enter a sequence with the panels and then press the red button to teleport. Unfortunately there's no way to get instructions for it, intuition and luck perks never seem to work right when using it, and trying to figure out how it functions is basically impossible no matter who or what tries. It seems like if you want to make it work, your best bet is to just punch in a random sequence and pray for dear life, so it's super unreliable. Plus, it's not immune to telefragging. You might get yourself stuck in a wall or something.

Money Bag (free): A bag of money! It's empty. Oddly enough, besides being an empty money bag, it's large enough to fit a person inside, and you can tie the knot on the outside even when you're in the bag.

Shovel (100CP): A shovel. Good for digging in the dirt, comes with rapid shoveling mode. I shouldn't have to warn you about the dangers of digging straight down.

Explosives (100CP): A bunch of explosives! Pile them up and watch them go kaboom! Just try not to be near the explosion when this happens. Also, the fuse can get a little sticky sometimes, so there might be a delay between the pump and the kaboom.

Laser (200CP): An easy to use cutting laser. Strong enough to slice through thick concrete walls. Just mind where you're standing.

Wrecking ball (200CP): I came in like a wrecking ball~! Um, try not to crush yourself by the way. It's also kind of loud, so you might end up drawing unwanted attention.

Reward

Oh, you made it inside? Sweet, let me just... Whoops! Looks like I triggered the alarm! Sorry about that, nothing I can do for ya. I'll see you in prison.

Your reward for getting past the prologue is the **FAIL Screen**: Whenever you end up failing at doing something, the fail screen will pop in and comment with either an explanation of what went wrong, a sarcastic comment, an insult, some kind of dumb joke, or a mix of the above.

Continue to Episode 1



Hehehe, how was your first heist? Didja have fun? Aw, don't look at me like that. Alright, that was just a test to see if you got what it takes. This is where we start our real work. First, we need to get you outta here.

Hold on, I'm sending you a cake and some stuff to help you get out of your cell. The rest is up to you.

Drawbacks

Again, take as many or as few as you want. Drawbacks taken from episodes will only be in effect for that episode, and will be lifted once the episode ends.

You're free to go. (+100CP): Hehehe, not really. But you get a drawback. Everyone now speaks in really bad voice acting. Like, very monotone and very artificial emotion. Have fun.

It's Evidence. (+100CP): Seems like you're prone to making a lot of choices that don't really benefit you in any way. Like, why do you think that an attorney badge is useful evidence to get you out of prison?

WHAT THE- (+200CP): You... don't exactly have the best luck when it comes to guns. Or grenades. Unless your goal is to hurt yourself, in which case you're a master at that. Just... don't expect anything involving weaponry to go your way. In fact, expect it to kill you. A lot.

Try dodging the bullets, n00b. (+200CP): Or, you could go the other way and not be good at evasive maneuvers. Whether it's getting shot at by guns or getting kicked and tazed, you can expect it to take a few tries to not be caught like a sitting duck.

LOL Brawl Reference :D (+300CP): You have a... really bad habit of randomly tripping and falling on your ass. Sometimes it disguises itself as a choice for you to make, and sometimes it'll just happen randomly without your input. Either way, it's going to be quite the hindrance.

Confiscation (+300CP): So uh... yeah, kinda to be expected from a prison, right? For the duration of this episode, you're not going to be able to use any powers or items beyond what you get from the cake. Don't worry, though! You still have access to your skills, and if you're smart enough, the prison should have everything you need to get away.

Perks

Which way? (100CP): So uh, something I should mention. There are going to be times when you have things like two different paths, and you have to choose which path you want to take. Using CYOF when faced with a situation like this will only tell you which ways you can go, sometimes give you options to help you go in those directions, but never which way is the correct way. With this perk, you now have a gut feeling on which way would most likely be the wrong way.

Take that! (100CP): Okay, so maybe it can get a bit frustrating figuring out how the item you chose is supposed to help you. Well, here's a perk that might help you out with that. You can now think logically about how a decision you're given can get you out of a situation with some ingenuity. However, this doesn't stop CYOF from tricking you into making assumptions about something that's supposed to be something else.

Run for it! (200CP): Let's face it. There are eventually going to be times when you find yourself in a less than ideal situation, such as getting caught by guards. Luckily for you, you now know the best way to get out of these sticky situations: run away! You have the ability to quickly break into a sprint and keep that momentum going. This is useful for when you're getting chased, and it can go the other way to be used when chasing someone.

Epic Moves! (200CP): In fact, why not go one step further? By building up enough of an adrenaline rush, you have the ability to invoke that power in order to perform intense and cool acts without really thinking, like running up a wall and kickflipping over a guard while continuing to make a getaway. At its peak, you could do a Matrix dodge, finishing off by catching a bullet and tossing it back. But that's a huge stretch, and would require a massive amount of rush and some serious reaction skills.

How Convenient! (300CP): Alright, I'll admit it, sometimes there's going to be points in your life where your normal skills aren't going to cut it, and sometimes you also can't bring up your inventory due to circumstances beyond your control. No problem, though! With this perk, you'll find yourself running into items that you could use to escape your situations, like a box on the roof of the prison with stuff inside. It's not guaranteed that everything will be flawlessly useful though. You know how tricky CYOF can be. Still, there will be at least one item that helps you do what you need to do.

Items

Teleporter (free): A remote-like device consisting of three green panels and a red button in the middle. I think you're supposed to.... enter... a sequence... Why is this here? We already covered this when I sent you to the bank. Ah well, forget it. It'll probably just throw you in front of, like, a shooting range or something. No point in using it.

Donuts (free): Donut want. Or do you? Of course you do, everyone loves donuts! You get yourself a supply of all the donuts you could ever want. Unfortunately that's going to have to wait until after you leave the gauntlet, since the police aren't the sharing type.

File (100CP): A good ol' file! Perfect for cutting prison bars, and it can do so with only a few scrapes compared to the defective real life ones that take hours to scrape through the bars. Classic escape tool.

Cellphone (100CP): A flip phone to be precise. It comes with contacts like your friends and family, but it also has a list of attorneys you can dial up if you're in a pinch. I hear there's a really good one somewhere in there.

Drill (200CP): A drill to pierce the heavens! Or, rather just the concrete floors. It's a drill with one of those string thingies you pull on to get it running, and it can drill through concrete pretty easily. Probably a good way to get out of your cell.

Rocket Launcher (200CP): A rocket launcher! I... don't really know how that's supposed to help you escape, but it's a rocket launcher! Watch out for U-pipes.

NrG Drink (300CP): From the makers of I Can't Believe it's not Gatorade, we have the NrG Drink! Chug this bad boy down, and you'll have the strength to bend steel with your finger and carry other humans like cardboard cutouts, as well as the speed and mental processing to move as if time has stopped! Unfortunately one bottle only lasts for about 10 minutes, but a smart jumper can figure out how to manage their time. Side effects include nausea, headaches, rapid heartbeat, and possibilities of stroke and/or heart attack.

Reward

Nice work. As a reward for escaping the prison, I'll let you keep anything you purchased up to this point, and I'll throw in a little something extra.

-A package for Jumper: If you happen to find yourself trapped in a prison-like area, you can choose to have this package mailed to you. The package seems to give off some kind of influence that prevents people from checking it before giving it to you but claiming they did anyways to the gullibility of everyone else, which is necessary given what it actually does. Inside the package is a cake, and inside the cake is an object that's meant to help you escape. It only helps you escape your cell, so you'll have to make the rest of the way yourself. Also you'd best hope that your jailors allow gifts.

Also, a little something else for your troubles, depending on how you managed to escape.

The Legal Ending: There's no shame in calling your lawyer, y'know? Therefore, you get the **Lawyer Up** perk. If you ever get into legal trouble, you can call up your lawyer, Phoe-*ahem* 'Felix White'. He's a very skilled lawyer, and has a skill that can prove useful: if nobody in the court knows about the out-of-context abilities you used to perform the crime that got you

accused, he can take advantage of that by dropping a logic bomb and thus come up with a much more convincing and likely story using this evidence. For example: You tried to sneak into the bank by hiding in a money bag? Well, how could you have tied the knot on the *outside* of the bag when you were hiding *inside* the bag?

The Badass Ending: Brute force does work sometimes. By breaking out of jail in the most awesome way possible, you earn the **Badass Bust Out** perk, allowing you to make your escapes awesome and intense, with things like running away from guards firing at you with machine guns or dodging a magazine of bullets and then grabbing one and throwing it back, then just strutting out of there like you own the place.

The Sneaky Ending: The good ol' file in the cake trick. For managing to get out of jail like a proper stealthy person, you get the **Sneaky Escapist** perk, which increases your ability to be sneaky and escape without drawing too much attention to yourself. Sure, you might end up knocking a few guards in the head and alerting some others that happened to come by at the wrong time, but you'll be out of there before anything serious happens.

Now then, if you're satisfied with what you got, you can end your mission here. But this is where we start doing the real heists, and I got a big one if you're interested.



Let's get started, then.

Alright, here's the deal. There's a museum exhibit that opened up just recently, a little while after you got outta jail. This museum is home to the Tunisian Archeological exhibit, and more importantly the Tunisian Diamond, a huge gem worth 112 million dollars.

That's our target.

Your mission this time is to get into the museum and get away with the diamond. Whether you want to sneak your way in and out or crash and burn doesn't matter, as long as you can get away with the diamond and lose the authorities.

I'm not letting you go in alone, though. It's dangerous to go alone, take this!

Drawbacks

COPYRIGHT! (+100CP): I was afraid of this. As I'm sure you're aware, companies don't like seeing tributes to them in anything not licensed by them, necessitating safety measures to let us use them in games like this. Now, all your perks and powers have become "copyright-protected". What that musically means is changing the design and names of your reference-based abilities. They still work the way they're supposed to, but it's a bit irritating to not have the proper names and designs.

Invisibility can't make you see! (+100CP): So, turns out you either think that this game works entirely on fictional rules or you just skipped science class. You now treat all of your options as if they worked the way they did in traditional fiction. This is a world that does not reliably work on the law of fiction.

Falcon Pu... nch? (+200CP): Seems like CYOF is going all out screwing with you this time around. You've lost access to all of your powers for the duration of this heist, which would already suck if that was the end of it. Once you start this heist, you're going to forget that you don't have any of your powers and CYOF will still treat your options as if you did. When you try using those options, they're inevitably going to not work and make you look stupid in the process. I can practically hear the cosmic forces laughing.

True Art is Pain (+200CP): Alright, you're not going to like this one. See, a lot of the traditional fails in the original Stealing the Diamond resulted in you getting hurt. A lot. Now, you're going to find yourself similarly getting hurt in very painful ways. Whether that's falling off a building, falling down stairs, crashing into a door, or getting shot at.

I must own this art (+300CP): I- but- why? We're just here for the diamond, we don't need- Oh, fine! You now have a massive compulsion to steal every painting in the museum. You won't be able to finish the episode until you've gotten all the paintings, as getting an ending will force you to restart the heist. Luckily, every painting you collected in the previous runs will remain collected, so you don't have to worry about your progress getting undone. And since you want them so badly, you get to keep them as an additional reward.

Death Sentence (+300CP): Apparently all the guards decided to start taking their job of guarding a museum seriously instead of just standing around and talking while someone sneaks or rams through the museum. Now, whether you choose to bust or sneak in to take your prize, you can expect to have to deal with actually competent security that will be on your ass at the drop of a hat if you get caught.

Perks

Quick Reflexes (100CP): Remember when I said "except when it doesn't, but we'll get to that"? Well, this is where we get to that. See, CYOF is unable to stop time if it activates when you have to keep moving. What do I mean? Well, say you're riding on a scooter and being chased down by the police. CYOF can't stop time because you have to keep driving, but it can still give you a set of options. Now, when this happens, you'll have at most a few seconds to make a decision. Run out of time, and CYOF will register it as "use none of them", which normally results in a fail. This perk allows you to have quick thinking and reactions, so while you don't have time to think over the options, you can at least choose one based on intuition before time runs out.

Obscure References (100CP): Fun fact, this game is actually when the references to other media started becoming more prominent. So, how about we give you some of that? Now your different choices are based on different media, which gives you some meta knowledge on what might help. But you should know that they can still backfire, because that's the entire point of our game.

Common Sense (200CP): You'd think this would be a bit cheaper, and normally I'd agree, but you'd be surprised how many fails there are in this game that happen because of the law of reality. Thus, this perk allows you to think with a realistic mindset. For example, if you think of trying to kill the guards with a gun or bomb from a museum display, you'd remember that they're museum displays and thus will be unloaded and disarmed respectively.

Hauling the Diamond (200CP): These are just getting lazy now. So, being honest here, a diamond of that size is going to be pretty heavy. You're going to have a hell of a time trying to tow or carry it in order to get out of the museum even if you put a bunch of points into your strength. Luckily, thanks to this perk, you don't have to worry too much about that, as the weight of whatever you carry will be reduced. They're still going to need some arm work to move, but nowhere near the back-breaking labor that they would need in real life.

I'ma Walk Right In (300CP): Look, we all know you need to make a bunch of money, and sometimes that means doing something dumb, like busting in headfirst and driving straight through a building to take some stuff. But hey, you're only passing through, so what's it to ya? When looking at the location of your heist, you have a good idea of how to get in the way you want to, whether that be by busting in or sneaking in. Optionally comes in catchy song format!

Items

Teleporter (free): A remote-like device- okay what? We already know what this thing does and we know that it's extremely unreliable. Sure it might actually teleport you where you want it to go (give or take a few inches), but those chances are ridiculously low. I wouldn't trust it.

Cheese (free): Wha-W... Why..? ...Seriously..?

Hammer (100CP): A hammer! This one has a weird property, in that when breaking glass, all you have to do is give it a light tap and the glass will shatter without making a sound. Weird, right? Still, it could be useful if you want to do things stealthy.

Awesome Scooter (100CP): A scooter that I nabbed from the guy that stole your CP. It's got a motor engine that allows it to match the speed of a motorcycle, and also has really good control. Oh, it also comes with fancy gadgets like a tow cable and a basket built in. Handy!

Pickaxe (100CP): A pickaxe. Perfect for digging blocks out of walls, but you might want to watch out for creepers.

Anti-Gravity Cap (200CP): A device that you wear on your head. Press the button on the front and you'll float upwards. Press it again and it'll turn off. Just a warning, I learned from experience that the button can sometimes jam.

Shrink Ray (200CP): A device that causes whatever it shoots to shrink. Perfect for slipping through cracks, but I learned from experience that worms are a lot more vicious when they beat you in the size department.

Jumble Hoppers (200CP): Bouncy shoes, basically. They allow you to bounce really high into the air, enough to (almost) reach the roof of the museum! They do take some skill and coordination to use, otherwise you'll end up bouncing away at a wide arc into, like, a lake. Not good on your style points.

Mushroom (300CP): A copyright-free mushroom from the retro exhibit. Touching the mushroom will allow you to become huge, to the point you could hold the Tunisian Diamond between your

fingers like a coin. You become durable enough to shrug off bullets, but force equivalent to a cannonball to the torso will cause you to shrink down to normal size.

Portal Gun (300CP): The tag says Wormhole Rifle, but that's just to avoid copyright. There's a lot of technobabble in the manual, but the gun is pretty straightforward: Shoot it at a flat surface, make a portal. Shoot another flat surface, make another portal. Two portals out at once, what goes in one comes out the other.

Reward

I knew you were good for something. Alright, just like with the prison, you get to keep all perks up to this point. In addition...

-The Tunisian Diamond: You know what, you're the one that risked your neck for it, so it's all yours. Like I said, this thing is a huge diamond worth 112 million dollars, but you're free to do whatever you want with it. What you'd rather do with it instead of selling it to be set for life, I have no idea, but you're smart, you can think of something!

But as for *how* you managed to get it, I have some stuff you might like.

The Aggressive Way: Busting straight into the museum, driving away with the diamond, and losing the cops that inevitably followed after you. You really know your stuff. For taking on the task in such an aggressive way, you earn the **Intruder on a Scooter** perk, allowing you the skills necessary to bust in and out of places on vehicles like motorbikes and scooters.

The Epic Way: Man, things got pretty chaotic in there, didn't they? Well, it was lucky that the diamond managed to survive the chaos and land right next to you when you went gtfo.

Anyways, for braving that chaos, you get the **Just Plain Epic** perk, which makes it so that the endeavors you have are, well, just plain epic!

The Undetected Way: Good ol' stealth! You managed to prove yourself to be a classic thief, thus earning you the **Unseen Burglar** perk, making it easier for you to do things that require stealth, like suppressing noises that would normally be loud (like breaking glass with a hammer) and giving you eureka stealth ideas like throwing pennies as a distraction. This combined with some efforts to be sneaky on your part means you can get in and out without anyone knowing you were there.

Alright, once again, you get a choice. We can end the contract here and you'll be free to go with everything you have now, but I still have work for you if you're up for it.



Alright, confession time.

We've actually been tracked by the government. Yeah, I know, that wasn't part of the deal, but listen. They're willing to make a trade. Here are the details:

Right now, the government is having problems with a notorious group of criminals known as the Toppat Clan. They're some kind of criminal organization who have stolen many artifacts and treasures, but they've managed to avoid leaving the necessary evidence for the government to take legal action. That's where you come in.

Your mission is to infiltrate the airship, find a way to bring down the Toppats by any means necessary, and get out in one piece. Do that, and the government will drop all charges against us. Of course, if you don't feel like doing that, there are... other things that might catch your eye.

But first, we need to get you suited up. Let's get to it.

Drawbacks

Just one more turn? (+100CP): Dude. Dude, get it together! I know that this is fun and games, but you can't just go wasting your time away playing CIV or something! You have a really bad habit of getting easily distracted and sidetracked.

Wimp. (+100CP): So yeah, you're not very good at fighting. Also, there's a lot of guys on this ship with a lot of guns. If you try to get into a direct confrontation, you're probably going to lose unless you have a secret trump card of some kind.

Charles No! (+200CP): For some reason, your allies are really incompetent. Sometimes the fails will be made because they happen to come up with stupid ideas or can't properly operate with the choice that you tell them to use. Their incompetence often results in a fail, a lot of the time at your expense.

To the other side (+200CP): Somehow, wherever you need to end up, you'll always end up on the opposite side of where you need to be. Want to get to the vault? You end up on the records side. Want to get to the records? You're on the vault side. And no, you cannot reverse psychology this or change your mind and go to the side you're already on. That will result in a fail insulting you for breaking the rules.

Secret Sidequest! (+300CP): Alright, this one's going to be a doozy. There's some secret tasks you'll need to complete in the different routes of the airship. Just like with the art thing back at the museum, you won't be able to finish the mission until you've done this sidequest. Once you've done all those tasks, go to the indicated objective mark and you'll find your reward, the Biggoron Sword.

Come on, then! (+300CP): So uh, change of plans. Turns out that a little birdie has told the Toppats that you're coming after them. Now, even before you get onto the ship, you can expect the entire place to be on guard looking for you and be ready to take you out, making your job a lot harder than it should have been.

Perks

RPG battles! (100CP): If you get caught in a one-on-one battle with someone, you can choose to have CYOF activate to turn the battle into a video game reference! Normally this reference takes the form of a turn based battle game (like Final Fantasy or Earthbound) and it'll allow you to pick from that game's selection of options! Keep in mind that CYOF will still be in effect when you have to choose what you're going to do.

Waiting (100CP): Okay, yes, I get it, waiting can be pretty boring. But sometimes that's the best option for the given situation. Luckily, I can at least mitigate the boredom process. When you choose to wait something out, you can choose to fast forward the waiting, which will stop automatically right before something eventful happens.

Bombs (100CP): You have the ability to pull out large cartoon bombs primed and ready to explode after a few seconds. With some skill, you can use them to make an opening in the airship! Just remember, you don't have immunity to your own bombs.

Zero-Point Energy (200CP): Remember this power? Well, if you don't, I'll give you a basic rundown. All you have to do is point at something and you can move it around by moving your finger, like dragging something with a cursor. If used on living beings, it'll freeze them and keep them from moving, like if you tried to move a statue. Just be careful, since sudden movements or collisions could cause the link to break unintentionally.

Metalbend (200CP): The power to manipulate metal is in your hands! With the right gestures, you can even bend the wings of the airship if you wanted! Just uh, try not to overdo it, yeah? You don't want to actually bend the wings when you're this high up.

Wizard Magic (200CP): You're a wizard, Jumper! You have the ability to cast magic spells, and all the boring generic stuff like lightning and ice. Also, it's all determined by dice rolls, which means that your spells might work against you. Fun!

Warp (300CP): A special ability, Warp allows you to use the power of alternate dimensions in order to teleport! Just make sure you're mentally prepared when you use it. Some are not prepared enough to handle the reality of alternate dimensions, so you could end up frozen from shock if you're not ready.

Choose Your Ending (300CP): This is where things are going to get a bit tricky. While the last two heists had some variety on how you managed to pull them off, they more or less had the same end result. This heist, however, is where branching paths become a thing, and thus where the outcomes will start becoming *very* different, and chances are you might not have any ability to know when a major split in the timeline is going to happen. Well, that's what this perk is for. You now have a solid instinct as to when you reach one of these story branches and a vague idea of how the different choices you make will affect the end result. So for example, how you choose to get onto the airship can affect where you end up, and thus how the mission is going to play out from there. And in the case of last-minute decisions, you have a clearer understanding of which options will put you on which side. So if you have to choose between the Government or the Toppats, you know which decisions will put you on whose side.

Items

Teleporter (free): A remote-like device *that won't leave us alone!* Why are you here, teleporter!? We already know that you won't work properly! You'll probably just desert us in some white void or something! Well, I'm actually just text on a screen, so I can leave whenever I want, but my partner doesn't like being stuck in white voids! I think. Do you?

Power Glove (free): A power glove! It does nothing. You look like an idiot.

Earpiece (100CP): An earpiece that you can use to communicate with your allies. It also allows them to track your location, which can help when you have someone scanning the area. Okay, fine, it also has a button that allows it to decompress into a gadget that's already set beforehand.

Glue (100CP): a bottle of elmer's glue. While you can be boring and use this glue for things like Arts and Crafts projects, you can also do something more creative: Put some glue on your hands, and you can turn your hands into improvised suction cups! When you want to get the glue off, just shake your hands and the glue will fly off.

Fake Spider (100CP): A fake spider hanging on a string hanging on a stick. Perfect for spooking people scared of spiders, and if they aren't a stick is still a stick. Probably good for knocking someone out if you put some effort into it.

Magic Pencil (200CP): A giant pencil that once belonged to an artist. It can be used on any solid surface to draw things like you would with an actual pencil. Also, everything you draw comes to life. EVERYTHING.

Gravity Bubble (200CP): A state of the art anti gravity bubble. With someone at the controls, they'll be able to manipulate your personal gravity, making you either heavy enough to break the floor or light enough to float in the air! Now, does the up button increase gravity or make you float up into the air?

Stretch Chewies (200CP): Ever wondered what it's like to be stretchy? Then you need Stretch Chewies! Just eat one of these tasty fruit gummies and your body will become super stretchy, just like rubber! Warning: stretchy limbs can get caught in moving parts.

Shrink & Grow (300CP): Place this chip on any object you want and it'll shrink it down to a pocket-carry-able size. Whenever you wish, the Shrink & Grow will deactivate and return the object to its normal size.

Cannon Ball (300CP): A large, plastic ball that you can hide inside and use to launch yourself out of a cannon. It's bulletproof and very durable, though it can be crushed under sufficient pressure, the threshold being a large piece of coal dropped on it. It also comes with several gadgets that can be summoned on command; a motorized chair to move it forward, an emergency eject feature, rocket thrusters on the sides, a speed booster, a laser blaster on the front, and the ability to add a metal layer with spikes.

Gravity Gun (300CP): A device that gives you the power to levitate and launch objects. Yeah, pretty useful, you can probably use that to haul around the huge ruby the Toppats have on board. I lost the pamphlet, though, so I don't know which button does what.

Reward

It was a bumpy ride, but we made it. Now then, for this reward, it'll depend on which route you decided to take. What you decided your objective was and pulled off will earn you that respective reward, as well as a new title for yourself.

GSPI: You managed to get into the airship and find a record of the Toppat Clan's misdeeds. This has earned you the rank of **Government Supported Private Investigator** labeling you as a useful infiltrator thus allowing you to easily be recruited into the government as a freelance agent, as well as **New Companion: Charles Calvin**. He's an ace pilot, and comes with his own helicopter which seems to have a ton of gadgets built in, which will register as part of your options with CYOF if it's with you. Charles himself isn't exactly very smart (his idea of a good plan is to crash into the target location with his helicopter) but he's a loyal and dependable ally when you need support. As promised, you also gain a **pardon** that you can use once per jump to have all charges against you dropped.

PBT: Instead of chasing down the evidence, you've set your sight on the giant ruby held in the airship's vault. The government chose to let you escape due to, well, crashing the airship and causing an all-out war between the Toppats and the government. For taking this path, you earn the rank of **Pure Blooded Thief** giving you the instincts, skills, and luck to be a proper Arsene Lupin. Also, you get to keep the **Romanian Ruby**, a huge red gem that's just as big as the Tunisian Diamond and likely worth just as much.

RBH: You break headfirst into the airship and chase down the leader to take him in for custody. Turning down his offer to surrender his title as Toppat leader to you, you stuff him in a tank and bring him in. For this feat, you earn the rank of **Relentless Bounty Hunter** which labels and gives you the skills to become exactly what it says-a bounty hunter who will stop at

nothing to catch your target. In addition, you keep the **tank** you stole from the Toppats with all that entails, and the above mentioned **pardon**. Nice work, agent!

RPE: Actually, that offer does sound pretty good, doesn't it? Forget the pardon! You manage to shake off the agents and take the role as leader of the Toppats, earning you the rank of **Rapidly Promoted Executive** allowing you to quickly climb the ranks of any organization you join. In addition, as leader of the Toppat Clan's airship division, you get complete ownership of the **airship** and all of the Toppats on it at your command. Oh, you also get your own personalized top hat. It's the Toppat Clan uniform, after all.

Nice work. Alright, things could get dicey from here. Once again, you have a choice to make. You can take everything you got up to this point and walk away, and I won't object. But if you're willing to continue, I'll make it worthwhile. But it's not going to be easy. You should know that.

Still interested?



Don't say I didn't warn you.

Welcome to The Wall. This is a maximum security prison out in the frozen lands of Russia in the dead of night. A prison of this scale serves as a cell and coffin for the most notorious criminals in the world. There hasn't been an incident in 50 years, and nobody has ever escaped successfully. And today, you're going to be joining them. You start in the holding area waiting for your transfer, alongside another recent arrival.

It's time to make history.

Your mission is to escape the Wall by any means necessary. Doesn't matter how, only that you can somehow get away.

But first, you know the drill.

Drawbacks

Stuck the landing!(+100CP): Actually, no you didn't. Whenever you have to drop down from somewhere, you can never seem to land on your feet and end up faceplanting on the ground. You're like the opposite of a cat. While this doesn't hinder your escape, it does get annoying.

xXn00bslayerXx (+100CP): Oh boy, we're going way back to the past with this one. Now it seems like you're being tossed into a bunch of classic movie and game memes from the early days of meme culture, like MLG stuff, Ahnolds, and it can get pretty annoying if you're not willing to put up with that kind of stuff.

Cheaters Never Prosper (+200CP): So, I'm sure you've got quite a set of skills that would allow you to easily escape this complex if you got your hands on them. Well, now you can kiss those goodbye, because you're not allowed to use any of them. Trying to cheat the system will result in you getting kicked from the server and getting a fail.

Where's Waldo? (+200CP): That's right! Waldo is hiding somewhere in the complex! And guess what, friend! You have to find out where he is, otherwise you can't complete the episode! Aww, don't give me that look, it could always be worse. Like having to find that Gray man who keeps teleporting everywhere.

Cold Open (+300CP): You have one hell of a reputation here. Normally, you'd start in transit, in cuffs. Not the best situation, but easy enough to break out of. Now? You're starting straight in a maximum security cell. Cryo-frozen. Good luck.

Jailhouse Jumper (+300CP): The Wall now knows about your history as a jumper, and has prepared itself to contain you. You'll have to be extra careful when using any of your abilities, as the security has been double-triple-mega downed and prepared countermeasures to all of your abilities. If you want to escape this place, you'll need to think even more creatively than before.

Perks

See That Timer? (100CP): Well, whether or not you can actually see it is up to you, but at its base, you have a mental timer for quick time events. Basically, you'll know exactly how much time you have to make a decision before time or in this case CYOF runs out and your horrible reflexes are revealed. Keep in mind that this just means not using any of the options you're given, not necessarily "time's up, now you die."

Pickpocket (100CP): If you can get behind someone without them noticing, you can open a list of all the items they have on their person and steal them. This, for some reason, includes their clothes and anything they're holding. Just make sure you don't pick off more than you can carry.

Super Jump (100CP): Pretty self explanatory right here. By crouching down for a couple seconds, you can charge up a jump that allows you to bounce higher. Sure, there are some quicker methods to jump high, but this one is good if you want to be quiet.

Distraction Dance (200CP): You have this... strange ability. What do I mean? Well, if you start dancing, some kind of music will play from out of nowhere and this uncontrollable urge to dance quickly spreads to everyone around you which makes them start dancing without a care in the world. You could probably use this as a diversion to escape getting caught, but as it is now, it's basically a raw, uncontrolled virus that not even you can resist. Maybe you can find a way to limit the spread somehow?

Flash Step (200CP): Pretty straightforward power. Allows you to teleport instantly a few meters in a direction of your choice. It's also capable of getting you past walls too, and anyone who sees it happen will be rightly confused when they see that you somehow disappeared.

Earthbending (200CP): Yeah, pretty self-explanatory, right? You have the ability to manipulate solid Earth, which means tossing and smashing rocks to both throw at guards and defend yourself, making concrete walls that can block bullets for you, all that good stuff.

The KNEE! (300CP): Eliminate your opponents with YOUR KNEE! You now have a powerful ability to attack by charging up, jumping forward, and slamming your knee into your opponent! Does not come with friendly fireproofing.

Make a Face (300CP): Sometimes the stupid options are the best ones, and nothing describes it better than this perk. By making a silly face, your target along with anyone that looks at you will think that you're just being stupid. However, only a moment later, a sudden burst of luck will occur that benefits you and gets out of trouble. Anyone you save with this will be grateful, if a little confused, but hey, sometimes funny works.

Items

Teleporter (free): ... You know what, I give up. This piece of junk just keeps barging in on our heists, apparently it thinks it's the best thing since the greatest plan! We already know this is basically worthless, it'll probably just send you into some random game of Starcraft.

Snowman Disguise (free): Nothing to see here, just an on-command inconspicuous- FROSTY'S ESCAPING! ***BANGBANGBANG!*** ... Uh... On second thought, maybe don't use this one...

Sandwich (100CP): A yummy sandwich! And unlike the cheese, this one actually does something! After eating it, you'll be engulfed in a beam of light which will make you super buff! For a few seconds.

Speed Shoes (100CP): A pair of iconic hi-tops that allow you to gotta go fast! You can slip 'em on instantly like you're using a powerup, and it can let you run really fast as a result. Just make sure you watch where you're going.

Item Box (100CP): An item box that you can spawn in front of you. When you run into it, it'll give you a random item that could help you in your predicament, like a ghost that turns you invisible and capable of phasing out of those cuffs.

GraviTor 2.0 (200CP): This nifty little remote allows you to change the direction of gravity for a single person or object of your choice, allowing you to move them with it like levitation! By the way, it also locks their personal gravity in the direction set once you turn it off, so unless you want them falling sideways when you turn it off, you'll need to move their pull to the down direction before turning it off.

Adrenaline (200CP): An easy to use vial of adrenaline. Just inject this baby into your body and you'll gain a burst of super speed! Use it to move so fast that you can essentially flash step and grab someone in the blink of an eye! Just be careful, it can be pretty hard to make sense of anything when you're moving so fast.

Warp Star (200CP): This bad boy can be summoned on command that gets you a ride through the sky at lightspeed! Unfortunately, it's also really hard to steer, so while it might get out of a life or death situation, it could end up sending you somewhere you don't want to be.

Cookie (300CP): A sugar cookie with blue frosting and white frosting that writes EAT ME. It's pretty tasty, and taking a bite makes you grow really big! Just uh, make sure you're in an open space when you eat it. I'm not responsible if you end up filling a room with your flesh and break something.

Physics Defying Magnet (300CP): Uh... Well, you see, thanks to the entropy of... okay, there's really no logical explanation for this thing. This magnet pulls metallic objects of any size towards it. If you tried using it on a huge metallic object like the airship, it'd pull the airship towards you even though a regular magnet would pull you towards it.

Bubble Shield (300CP): A little device that when placed on the ground can create a shield for you to hide in! When you're inside the shield, no projectiles can get through. I don't see how this could go badly for you whatsoever!

Reward

Nice work, partner. You're the first person to ever successfully escape The Wall. Feels good, doesn't it? Alright, let's see how you managed to get away.

CA: Nice! You managed to get a partner to help you out, and after accidentally, um, causing a mass riot, you both managed to escape together. Your reward for this ending is **New Companion: Ellie Rose**. Strangely enough, nobody knows what she did to get herself on the wanted list, and if you try asking her, she'll just dodge the question. While she lacks the strange abilities of CYOF on her own, Ellie is no slouch. Her quick thinking skills, tenacity, and connections make her a skilled outlaw in her own right. Also, she inexplicably has access to the force. You've also gained the **Convict Allies** perk which allows you to use CYOF to give an ally the abilities or items from the choice you make that will last as long as it needs to complete the current objective. You can also perform a one-each decision, allowing both of you to come up with different item combinations! Just remember this can still backfire.

GI: Instead of bringing Ellie with you, you decide to solo it from there. Thus, you manage to get away undetected. Thus, you earned the **Ghost Inmate** perk, making you, well, a ghost when it comes to stealth. You could be locked in a maximum security prison like this one and be able to bust out with nobody any the wiser. Except maybe one or two people you might have to take advantage of, but hey, not every egg will survive the omelette process.

PD: Taking the loud and proud way out, huh? I like it! You charge your way through the complex, and while things definitely got really out of hand and nearly landed you a choice between death and damnation, you managed to shake off the guards and warden by making them think you died. This has earned you the **Presumed Dead** perk, which will allow you to once per jump escape a seemingly inescapable situation by faking your death. Word will spread worldwide, so anyone who finds out you aren't actually dead will be caught off guard. Plenty of opportunity to take advantage of your new status.

IRO: Waiting for your transfer paid off, since you managed to get help from an old friend from the government. Together you managed to break out of the complex and be on your way. This has earned you the **International Rescue Operative** perk, allowing you to call a government friend in order to help escape wherever you're in. You'll still have to put in some

effort, and admittedly it's not always going to be easy to escape, but you're smart, I'm sure you can manage..

TB: Oh... looks like Reginald, the former leader of the Toppats, decided to take back his role as leader, and has dropped you into the oceans below. Um... well, this probably won't make it up to you, but your reward is **The Betrayed**, a perk that lets you give off the aura of someone that had everything taken from them. Still not enough, huh? Alright, you can check Completing the Mission for a consolation prize.

Alright partner, this is the last time I'll make this offer. Things up ahead will be more dangerous than ever. If you want to bail I won't blame you, but if you're willing to help me out one last time, I'll make it worthwhile. You can elect to leave now with everything you gained up to this point, or forever hold your peace.



I knew I could count on you.

Alright, this is where the details get messy, so listen up: The Toppat Clan has set up a secret base in the jungle, and they've made plans to launch a space station into orbit, giving the entire clan a heavily guarded living space to rob any place on Earth with no fear of a counterattack. They also have a train convoy set to deliver all their money to the station. In some scenarios, the government is aware of these plans and may be working to intervene with either a full-on assault or a secret mission. Your mission here will depend on which endings you got for the last two missions (episodes 3 and 4). Depending on the scenario, you'll either be going to the Jungle Base, the Military Camp, the train, the station itself after it's already gone into orbit, or the airship. (There's a LOT of scenarios, so to make navigating easier, I've set up a table of contents for each ending. Just mix and match by entering the respective abbreviations in the order of airship ending/complex ending, which have been shortened for convenience.)

(IMPORTANT: Some endings are incompatible with each other, and thus do not have a proper scenario. If you happened to have gotten one of these incompatible combinations, you are allowed to go back to either episode 3 or 4 and obtain compatible endings)

Government Supported Private Investigator: Government	Convict Allies: Allies
Pure Blooded Thief: Thief	Ghost Inmate: Ghost
Relentless Bounty Hunter: Bounty	Presumed Dead: Dead
Rapidly Promoted Executive: Executive	International Rescue Operative: Rescue
	The Betrayed: Betrayed

Got your scenario? Alright, time for one last suit-up.

Drawbacks

This is The Greatest PLANNNN! (+100CP): Who do you think you are, Charles!? Your first plan when using a vehicle is to crash it headfirst into wherever the situation is happening. This is expectedly going to inflate your fail count. Okay, so maybe it *is* worth a chuckle or two.

Walkthrough (+100CP): Hey guys, welcome to part 68 of my Henry Stickmin Gauntlet walkthrough. Okay, so in this part, you go to episode 5, and you have these drawbacks, the- the drawbacks give you points, so you pick up this one called Walkthrough, and a guy starts talking, he's like Hey guys- (Walkthrough is now one of your recurring options. It doesn't help at all because it loops endlessly, and the fail doesn't stop until you click out)

HENRYYY! (+100CP): Oh my god he just ran in. Well, you now seem to have a really bad habit of being a drama queen. Whether it's dramatically tossing your opponent off for the sake of epicness, dropping someone for the sake of karmic retribution, or some other junk like that, this normally doesn't end very well for you.

Dance Off (+200CP): FOR THE LOVE OF GOD, STOP PICKING DANCE OFF! All it does is make you do that stupid Fortnite dance and get you killed not even a second in! Also, it's *really* annoying! (basically dance off now shows up in every set of options and you always choose that first, and all it does is piss everyone off and get you killed in increasingly painful ways)

Chance Time! (+200CP): The game that ends at someone's expense. In this case, you. Now, whenever you choose to make a choice that relies on either the rules of fiction or reality to come in and help, whether or not your intended law will take effect is determined via chance time. And as I've said, chance time is not a reliable friend.

Co-op Catastrophe (+200CP): Your attempts to cooperate with other people somehow end up going very poorly. Your combo attacks end up failing horribly, coming up with plans is always easier on paper, and it would seem like you're honestly better off going solo.

Assembling the Crew (+300CP): Oh, this is just brilliant. Okay, remember how you just *had* to have all the paintings back in the museum? Now we've got a similar situation in this place. See, scattered across the episode are 12 Crewmate dolls. You now have to collect each and every one of them, otherwise you can't finish the mission! To make matters worse, there's a 13th doll running around that doesn't actually count towards your goal! Luckily, it's the same case as the paintings where your progress of dolls is saved after each run. You can keep them, too.

Everyone hates you (+300CP): So, turns out that the worst outcomes of the endings you got have been emphasized, and the episode has put that in the forefront to make you suffer the consequences of your actions. If you got Ghost Inmate, Ellie will always find you and attempt to get her revenge on you. If you got Pure Blooded Thief, both the government and the Toppats will be hesitant to help you out.

Multiverse Mixup (+300CP): Uh-oh. Ehm, we might have a bit of a problem. See, normally each path of the story is separated into its own timeline, no overlap between any of them. With this

drawback, it seems like someone let the corruptick out because that is no longer the case. At some points during your mission, you're going to find yourself shunted into a segment of one of the other routes without any knowledge of where you are or what's happening. You'll still end the mission on the path that you've taken in correspondence to your ending in episodes 3 and 4, but the path there will be full of twists and turns.

Perks

Give me a Second! (100CP): So back to the thing about quick time events, there are inevitably going to be moments where the normal flow of time will only give you, like, half a second to make a choice. Not very much time, which is what this is for. While this won't allow you to stop time entirely in those moments, it will slow down time so that you'll still have a few seconds to make a decision. You still need to be quick when making a choice, but it's better than having less than one second, right?

Style on 'em (100CP): Dang, you're pretty stylish! You have the ability to perform stylish attacks that can take out enemies while making you look cool. That's about it. Still, might be good for style points, right?

Free Transform (100CP): If you've ever wanted to take advantage of editing software, now you can! With this ability, you can abuse your PNG file in order to manipulate your height and width, as well as change back perfectly just by using the undo option!

Agility (100CP): Well, isn't that convenient? You have the ability to activate a split few seconds in which you're capable of automatically dodging bullet fire. Convenient, right? And at quite the bargain as well!

Fusion (200CP): Do you have a strong bond with someone? Do they have traits that you wish you had? Well, with the power of friendship (and this perk) you can fuse with someone to combine the best parts of both your personalities and abilities. Also makes you capable of fighting people Dragon-Ball style, except the fights don't go on for hours on end.

SMASH! (200CP): Jeez, calm down. Um, you have the ability to psyche yourself up, drawing on your power to increase your strength immensely! Just uh, try not to overdo it. If you go too far, you're going to cause an explosion powerful enough to destroy the entire space station. And in case it needs clarifying, you aren't going to survive that, especially since it's *your* body that's causing the explosion.

Yell (200CP): Yes, yell. Except it's actually the unrelenting force shout, allowing you to send people flying by uttering the magic words. Launch enemies with the power of your voice! In their tongue, he is Dovahkiin! Dragonborn!

Cybernetics (200CP, free and mandatory for The Betrayed): You get some cool cybernetics. How much you want depends on you personally, whether you want to replace certain limbs or your torso and half your face or whatever, but at its base, it's just steel parts replacing your fleshy bits. Allows you to accept all types of cybernetic modifications though, and it lets you survive in space without a suit. If you're willing to spare some extra CP, I could offer you some premade enhancements.

Oh, you got **'The Betrayed'**? Well then, this is your consolation prize. You're free to take the base cybernetics without having to complete episode 5, and you'll get a discount on all enhancements listed.

Melee Form (100CP): A fancy sword arm! Well I say sword, but really this can be any type of melee weapon you want. Sword, whip, baseball bat, whatever. You can buy this multiple times for multiple weapons.

Gun Form (100CP): A fancy blaster ability, whether you turn your arm and torso into a laser cannon or you just have a cool laser eye, you get a laser blast of some kind. You can choose to charge it up for extra firepower, but that might leave you open. Again, you're free to purchase multiple gun forms.

Absorb (100CP): You have another cool cybernetic part; the ability to absorb energy blasts! Keep in mind that while you can absorb quite a lot of energy, you do have a limit before your cybernetics can't take in any more energy, and if you try to exceed that limit without any way to handle the extra energy, your cybernetics will overload and you'll go kaboom.

Spirit Form (200CP): Your cybernetics allow you to channel your fighting instinct into a being known as a Sta- er, "Spirit". I don't really know how it works, so you're free to come up with something. The only Spirits we've seen are Henry's Tribute and RHM's Time in a Bottle. Though just a warning, choosing Spirit form means your opponent could also have a spirit of their own, which will be just as dangerous. Yeah, activating this just turns the battle into one giant jojo reference.

Rocket boost! (200CP): Whether you have wings built into your spine or can turn your legs into a rocket (or something else at your discretion), you have the ability to fly at jet speed. Although you should keep aware of the whole force is mass and speed thing.

Extendable limbs (200CP): Arms extendo! You have the ability to make your limbs stretch out several meters while still retaining their usual strength. This makes it super easy to grab someone from across the room and toss them around!

Ultimate (300CP): A powerful attack that you can unleash once you've built up enough charge from battle. This is a very powerful move (such as charging a big ball of energy or a concentrated shot) capable of eliminating anyone caught in the vicinity, including other cyborgs. The only thing that can counter such a move would be another ultimate.

Wallclip (300CP): The ability to clip yourself through walls! Now, this is a very delicate process, so if you mess it up, you're going to fall through the map, but it works wonders for getting through locked places.

Wombo Combo (300CP): Happy feet! You've got that smash bros style allowing you to perform the famous technique that shook meme culture and the competitive world forever. If you've got a friend with you, that just makes it guaranteed to work without issue. All you need is an opening.

Super Punch (300CP): Jump into the air and PUNCH! With enough time to charge up, you can unleash a powerful punch strong enough to send a US military helicopter flying into the stratosphere. It doesn't come with flying abilities though.

Abuse Physics Engine (300CP): Okay, this is getting stupid. You now have the ability to treat the world's physics as if you were in some kind of game run by a physics engine. With that, you now know how to abuse said physics engine in order to get you where you need to go.

Items

Teleporter (free): I've had ENOUGH of this! Let's see how high and mighty this piece of trash is when it's in *pieces*! ***smash*** HA! How do you like-

01101000 01110100 01110100 01110000 01110011 00111010
00101111 00101111 01111001 01110111 01110101 01110100 01110101 00101110 01100010 01100101 00101111 01000100 01000001 00110110
00110000 00110111 01110110 01010011 00110111 01100111 01001100 01110111 00111111 01110100 00111101 00110001 00110001

... that... well that was... weird. Anyways, let's move on to the good stuff.

Cupcake (free): Worth.

Space Scooter (100CP): Henry's scooter, IN SPAAAAACE! Yeah, it's a scooter modified to allow for space travel. It also comes with a complementary space suit, and the scooter itself has lightspeed and mosquito mode (seatbelts not included) and you can do barrel rolls! Well, actually they're supposed to be called aileron rolls, but whatever. Also, if you have a scooter already, you can bring it in and I'll give it a tune-up.

Magical Instruments (100CP): Magical Instruments that allow you to summon things to help you get out of tight situations! Things like a flute that you can play to summon a bird to let you fly away with an EMP bomb, or an ocarina you can play to summon an ally when you have no other way to call them.

Mind Crystal (100CP): If you toss this crystal at someone, it'll float above them and put them under your control, and allow you to make them perform an action sims style. Unfortunately, the reason this is so cheap is because the AI is kind of wonky. The victim can be hindered by objects in their way, and sometimes will give themselves commands and overwrite yours.

Wrist-Mounted Grappling Hook (100CP): A grappling hook you can wear on your wrist. Super easy to tether yourself onto helicopters and reel yourself in! Come to think of it, this would have been really useful back at the Wall.

Bug Juice (100CP): Jam this syringe (which replenishes daily) into your body, and you can turn yourself into a bug for one hour (in bug years). Be that fly on the wall that listens in on conversations!

Purse of Holding (200CP): This is a magic hand purse that has the ability to hold so much stuff inside it! As long as you can fit it through the hole, that is. Perfect for smuggling away your hoard of coins, but shoveling it in might take a while. Doesn't come with a purse of holding carrying purse.

Duplicatorange (200CP): An orange that, when eaten, allows you to undergo mitosis, creating a clone of yourself. Pretty self explanatory, but there's a catch. You are still the original version, meaning that if you die, your clone will not act as a 1up. We're not gonna follow some COPY on a jumpchain adventure!

Nano-Suit (200CP): A suit made with nanite technology. It allows you to survive in space, and also comes with a bunch of cool gadgets! Unfortunately, we don't have time to read the manual for any of them.

Pit Crossing Equipment (200CP): What we have here are six items designed for usage in crossing pits; The pole vault, miniature catapult, ramp and paired mini racecar, firework rocket, cannon, and bridge.

Toppy (200CP): if you have a hat that you really like, this is the option for you! By tossing this hat at someone without headwear, you can take over their body for as long as you keep the hat on them! You might have trouble convincing people that you're you, though. What, you think all stick figures look the same!?

Grow & Shrink (300CP): Works pretty much identically to its counterpart the Shrink & Grow, except this one causes the object to grow multiple times larger instead of smaller.

A Wrench (300CP): A tool that's super easy to use, as long as you can hit something with it. Just whack a piece of machinery a couple of times, and it'll be upgraded! But uh, don't try using it to actually break anything, because it's only going to fix and upgrade it.

Gabe's Gadgets (300CP): An array of items with different functions, reviewed by Gadget Gabe! Among these gadgets we have the Infini^3, a cube that can store virtually anything due to clever use of pocket dimensions! I got it at a used goods store by the way. Next, we have the Leafmode, which compacts anything it's placed on into a small leaf you can fit in your pocket! Don't drop it~! Seriously, don't. Behind door number 3 is the Succpack, a... well, a glorified vacuum cleaner that can suck up anything you aim it at. This one sucks. And as a limited time offer, I'll throw in the Swapper! Point it at a person and fire, and you'll swap places with them instantly! This one is pretty okay, actually.

Battleground Entering Equipment (300CP): Where we dropping, boys? What we got here is a nice set of items that allow you to enter the zone you need to go super easily! Among them, we got your classic parachutes easy to use and replaceable after every drop, umbrellas which can let you float down like Mary Poppins, jetpacks that allow you to control your flight path and get you where you need to go, and wings! Because... Wings.

Time Machine (300CP): This pocket-watch like device will allow you to once and only once per jump go back in time to cause a *minor* change to the timeline. So like, if you've been cornered by guards, you can use the time machine to go back in time and stop them from getting enlisted, but that's about the extent to which I'm willing to let you change things.

Scenario 1: Faction Friction (Thief/Allies)

After the little incident over at The Wall, your new friend decided that your best bet is to join up with the Toppats and join their escape into space. Unfortunately, it turns out that the military has already engaged in a war with the Toppats. To make matters worse, units from The Wall-including the warden himself-have followed you, and are planning to take you back by force. Your mission is to get you and your friend out of this mess... somehow.

Reward: You're going to have a last second choice to make here. But regardless, you've earned the **Prove Your Worth** perk, allowing you to get on good terms with any party that doesn't have a personal grudge against you if you prove your skills. As for what ending you got...

-PP: Choosing to help take down the Toppats has earned you and your ally a pardon. But this time, you get the **Pardoned Pals** perk, in which if you can help the authorities take

down someone they had trouble with, be it a dangerous gang or equally dangerous individual, they'll agree to give you a pardon.

-TR: On the other hand, choosing to side with the Toppats earns you the **Toppat Recruits** perk, making it easier to join organizations that know of your skills. Granted, if you stole something from them, they might add the condition that you have to give it back, but you can't have everything in life.

Scenario 2: Revenged (Executive/Betrayed)

Ah, you're awake. That was a close call, partner. I managed to revive you after that fall, but I had to replace some of your body parts. Luckily, I have knowledge of military grade augmentations. Pretty sweet, right? Now then, what do you say we give those punks a little payback? Yeah, I see it in your eyes. Your mission is to get to the airship and ensure the death of Reginald Copperbottom.

Reward: You alright, partner? Heh, sorry, dumb question. We got 'em though. Nice work. Anyways, uh, don't worry about dying in the wreckage, I'll get you patched up. For taking your revenge against the Toppat Clan, you get **The Revenged**, a perk that makes it so that even if you're killed, fate will make sure you have the time and resources needed to take vengeance from those who wronged you. After that time is up, though, the plot armor granted by this perk wears off, so make it count.

Scenario 3: Cleaned 'Em Out (Government/Ghost)

Alright, like I mentioned, the satellite is meant to store all the Toppats' goods, including all the treasures and artifacts they've ever stolen over the clan's life. Now this stuff is worth quite a lot of money, so you know what we're going to do. Your mission is to get to the satellite, steal their collection, and get away.

Reward: They didn't even know what hit 'em! Your reward for completing this mission is of course the entire **Toppat collection**! It's not shown entirely what they have, but there's a lot of cool stuff. Just to name the ones we've seen: Fancy paintings, swords with golden hilts, gold plated guns, the Zelda stone mask, the Jojo stone mask, bars of gold, a gold mace, a gold gladiator helmet, a gold frying pan, a gold bone, a gold toilet, a fossil from Animal Crossing, a gold star, a diamond helmet from Minecraft, and whatever else is in all the safes and giant crates. Oh, and did I mention you get out of there in a gold convertible? You get that too.

Scenario 4: Triple Threat (Government/Allies)

Calling in a friend from the government to pick you both up, you form a trio that sets off to take down the Toppat space station, which is preparing for launch in the jungle to send the remaining Toppats into space, thereby making them unstoppable. Your mission, with the help of your convict ally and helicopter support is to stop the Toppats from going into orbit.

Reward: Alright, things got a little bit bumpy, and there were admittedly a few close calls, but you did it! The three of you managed to stop the station from launching, and likely sent the Toppats where they belong. As a reward, you get the **Triple Threat** perk, allowing you to share the 'Choose Your Own Fail' ability with two allies of your choice, allowing for even more effectiveness and versatility depending on how strong your bond with each other is.

Scenario 5: Stickmin Space Resort (Thief/Dead)

You want the satellite for yourself? Alright, but it's going to be a doozy to get ahold of. Your mission is to infiltrate the Toppat secret base, hijack the rocket, and escape into orbit. You won't

have any allies helping you this time around, and the brakes are off from start to finish. You won't have any time to stop and think for this one! Now go get 'em!

Reward: You did it! You crazy son of a gun, you actually did it! You managed to take the Toppat space station for yourself and turned it into a 5-star vacation spot! As your reward, I shall dub it **Jumper's Space Resort**, a top tier vacation spot in space run by the reformed Toppat members that were still on board when you took off. You are known as the rightful owner, and therefore all revenue goes to you. Nice work, partner.

Scenario 6: Toppat King (Executive/Allies)

You've reached the Toppat launch site with your new ally. Reginald took over while you were in The Wall, and gave the A-Ok on the space plan, but you managed to arrive just in time to not be left behind. The rocket is ready to launch soon, but the military has shown up to crash the party. Your mission is to defend the station until it can launch and get inside before they breach Earth's atmosphere.

Reward: Nice work partner! You know, I *could* drop you right here and now... but why would I do that? You've truly proven your place as the Toppat leader, and thus as your reward, you gain the **Toppat Clan Space Division**, consisting of the station itself and its beam up abilities, as well as the entire Toppat Clan under your command (including Reginald himself and the now-roboticized Right Hand Man), and your convict ally has been promoted to your Right Hand with their own personalized tophat. The future of the clan looks bright with you as the leader.

Scenario 7: Free Man (Bounty/Ghost)

Hey! Hey, wake up! Listen, I know this sounds crazy, but remember the Right Hand Man from the RBH route? Yeah, he's back, he has new robot parts making him more dangerous than ever, and he's captured you and imprisoned you in the Toppat space station. You'll have to somehow get off the station and back to Earth while avoiding death by the Toppat members and RHM, and also the fact that you're in space.

Reward: Well, that was crazy. Anyways, for managing to escape certain death at the hands of the Toppats and accidentally blowing up their central core, you gain the **Free Jumper** perk, allowing you to have a chance at escaping any kind of capture. It also has the side effect of causing karmic retribution to whoever it is that imprisoned you, as well as anyone they're allied with.

Scenario 8: Capital Gains (Bounty/Allies)

To start off this heist, you'll want to go back and get that tank you stole from the Toppats back in the airship. Your new partner has planned a heist for the both of you to get your hands on some easy cash. Taking the tank you stole from the Toppats to raid the caravan, your mission this time is to help your partner steal the money from the Toppat train and make your escape.

Reward: Trashing the caravan, getting away with the cart, and avoiding death by a very angry Right Hand Man, you and your convict ally earn yourself the **Toppat's Money Cart**, mostly intact and filled with all the money that the Toppats have amassed. Not only that, but you also get the **Capital Gains** perk, allowing you to snuff out opportunities to get yourself some easy dollar signs.

Scenario 9: Special BROvert Ops (Government/Rescue)

In exchange for having a government friend break you out of The Wall, you'll have to help them out. While Reginald and the Right Hand man are in custody, the remaining Toppats have gone

through with the space station plan. They haven't launched the space station yet, but you only have a few hours before they're ready for liftoff. That's where you come in. With the help of your friend, your mission is to stop the rocket from launching, thereby letting the government capture the remaining Toppats.

Reward: Nice work out there. With the rest of the Toppats captured, the Toppat Clan has been taken down for good, so they won't be causing any more problems any time soon. As a reward, you and your friend have gotten access to the **Special Covert Ops Promotion**, allowing you easy access to the rank of covert ops agents in any organization you join.

Scenario 10: Valiant Hero (Government/Dead)

The Toppat space station has already entered orbit, and true to their plans, they can steal whatever they want and warp away before the government can stop them. Meeting up with a friend from the government, the two of you make plans to head to the station directly since things are starting to GET PERSONAL. Your mission is to take down the station and get back to Earth. Simple plan, what could go wrong?

Reward: Nice work out there, partner. You got 'em. I've got a good reward waiting for you and your buddy! I bet you're excited!

Actually, where did your friend go?

... what's wrong?

Valiant Hero: A gravestone of your late friend, who sacrificed themselves to make sure you managed to get away alive. In the future, you can mark extra graves for any deceased you know personally, making sure their legacy will be remembered until the end of time.

Scenario 11: Toppat Civil Warfare (Executive/Ghost)

Karma is going to bite you hard on this one. Turns out that when you returned to the airship, your "partner" managed to sneak out of The Wall and follow you. Now they are *pissed*, and Reginald is using them to overthrow you. Luckily a few loyalists are still willing to help you, but now you're stuck on an airship with a crew that wants you dead. Your mission is to escape.

Reward: Really!? You want me to give you something after you- ugh, fine. How about this: The **Jumper Civil Warfare** perk, which makes it so that if you happen to get your role of leader overthrown, there will always be some loyalists willing to help you and a fighting chance against those who betrayed you. It's only a few stragglers though, so you'd best have a plan.

Scenario 12: Jewel Baron (Thief/Ghost)

Say, you already have two jewels, what do you say to completing the set? The Toppats have already gone into orbit, and they've become unmatched. On their satellite they're holding the Norweigan Emerald, another giant gemstone stolen from the Norway Queen's chambers just a year ago. You've already gotten the diamond and ruby, you know what that means. Your mission is to get to the satellite, steal the emerald, and get back to Earth.

Reward: The set is complete! With this, you get yourself the **Norweigan Emerald** which is more or less the same gist of the other two gems. Furthermore, it seems like this divine luck has hitched a ride with you. You now have a talent for collecting things that belong in a set. I shall dub this talent **Jumper Baron**: If you can get your hands on something that belongs to a set, the opportunities to get the rest will make themselves known and give you an idea of where to find them.

Scenario 13: Toppat 4 Life (Executive/Dead)

The space station is preparing to launch, but the government is planning a raid to stop them from taking off. You overhear this coming from two drunken soldiers, so you hitch a ride to the base. Preparations are almost complete, and it seems like this battle could spell the end of the clan. However, you are the rogue factor in this battle. Your mission is to infiltrate the Government base, stop them from raiding the station, and reclaim your rightful place as leader of the Toppat Clan.

Reward: Okay, that was admittedly a lot more crazy than I anticipated, but it worked. You managed to force the government to fall back, met up with the clan, and regained your place as the Toppat leader. For stopping the government from taking out the Toppats, you get the **Jumper 4 Life** perk, allowing you to sneak into a battle and act as a wild card, helping out whichever side you want to win albeit your actions tend to cause very destructive, chaotic, and most of all weird things happening that might get you somewhat bruised. You also get the **Toppat Space Station** as detailed in Toppat King.

Scenario 14: Little Nest Egg (Bounty/Dead)

You're still interested in the money, huh? Alright, the setup is the same as before. You know about the Toppat's money caravan, and you want it for yourself. You take your tank to confront them, but this time you're on your own.

Reward: Well, for starters you get a buttload of cash! This secret compartment which I shall dub the **Little Nest Egg** contains all the Toppat's money stored in a surprisingly unscathed train compartment that's hidden in a place that only you know about. This compartment restocks each jump and converts to the native currency automatically. It's not told how much money they have, but I'm going to take a wild guess and say a lot. Probably enough to set you a comfortable life of luxury.

Scenario 15: Master Bounty Hunter (Bounty/Rescue)

Alright, the government has engaged the Toppat secret base. The Right Hand Man, now reborn as a cyborg super soldier, has taken control of the remaining Toppats in place of Reginald and is planning to launch the space station himself to get the rest of the clan away and go through with their ultimate endgame. The government has sent you in to join a group of experienced bounty hunters, and your mission is to take down the Right Hand Man, Dead or Alive. Without him to give orders, the rest of the Toppats will fall into disarray.

Reward: Nice work. You managed to render the Right Hand Man out of commission, thereby forcing the rest of the Toppats to surrender. For this herculean feat, your title of Relentless Bounty Hunter has been updated to **Master Bounty Hunter**, showing that you are truly one of the best bounty hunters out there. You could easily make an efficient and fun life off this title if you decide to go professional.

Ending

Yeah! That was awesome! Great work out there. You know, I really underestimated you. You seemed like you relied too much on having all your choices all the time with none of the consequences whatsoever, which is the real reason why I made this game for you in the first place. But you proved me wrong, and hopefully learned from this experience. Anyways, before you go, I have a few gifts for you.

First of all, you are no longer restricted by Choose Your Own Fail, meaning you get your build back in its full glory. In addition, CYOF will still register everything in your build from powers to

items as part of the choices in your disposal. The choices can still backfire, but it'll guarantee you'll have at least one option that will get you where you need to go.

Second, a little something to help you out on your heists. A perk called **Verbing the Noun** which allows you to turn whatever objective you have into a game similar to what we played. What that means is that you can essentially play that heist out as if you were doing this gauntlet. All your options will be locked behind CYOF, and you'll be able to use trial and error to complete your task without risk of chain failure. The potency of how strong it is depends on how many episodes you completed. After episode 1, you can break out of a county jail easily. After episode 2, you can use it to break into famous places like the museum. Episode 3 allows you to use it to break into criminal bases like the Toppat's airship. Episode 4 means you can use it to break out of maximum security Alcatraz holding cells like the Complex, and episode 5 is where it reaches its full power, allowing you to perform worldwide tasks to complete the mission, just as you did with the space station.

Finally, well, you have a choice to make. You know what to do.

Go Home- I'll send you back home with everything you got, including everything here. Enjoy your new life!

Move On- There are more missions in store for you out there. Send me a postcard!

Play Again?- Well, I'll be honest, I had a lot of fun playing with you. Even though I can't offer you any alternate prizes (unless you have some cheeky redo pass, you sneaky devil), you're always free to come back and play anytime!

Notes

- "Oh, this is easy. I just have to choose all the correct choices from the actual game, right?"
Haha, WRONG! Remember what I said back in the beginning? This gauntlet isn't restricting your build entirely. It's incorporating all your perks, powers, and items into the game. That means that the routes are going to be entirely different because it'll take everything from your build as possible options. This means the routes are going to be very different depending on what you could and couldn't do before taking this gauntlet, but generally the endings will have more or less the same results as what's established in the rewards sections.

- Built-in drawbacks are simply there for the sake of staying true to the trial-and-error style of the Henry Stickmin series. Post-Gauntlet, you can remove the drawbacks if you can somehow do that, but I don't have to like it!

- If for some reason you don't want to bring Ellie or Charles with you, you're always free to import an already existing companion into their place to gain their benefits. Otherwise, should you not want to bring them along, you can say your goodbyes and part ways on amicable terms.

...

... What?

... There's nothing here! You already got everything!

Stop scrolling!

THERE. IS. NOTHING. HERE.

... Unless...

You're a real completionist, huh?

Alright.

For those madmen who replayed the game over and over, found every instance of failure and got every single ending listed despite not getting anything beyond the initial run, there's something I'm willing to offer you. A reward, for managing to find enlightenment through both the choices and consequences that lead you to your destiny, good or evil.

Multiverse Correction. With this perk, once and only once per jump, you may perform a complete reset of the setting. Consider this a one-up in this case, for should reality itself crumble, and the situation become completely beyond your control to the point where you have no other option, you may activate this perk, and everything will be restored. All anomalies in the timeline will be corrected.



Thank You

...for enjoying the Henry Stickmin games all these years.