Escape the Backrooms

A **Backrooms** Gauntlet by SpiritualStill
Version 1.0



"If you're not careful and you noclip out of reality in the wrong areas, you'll end up in the Backrooms, where it's nothing but the stink of old, moist carpet, the madness of mono-yellow, the endless background noise of fluorescent lights at maximum hum-buzz, and approximately six hundred million square miles of randomly segmented empty rooms to be trapped in.
God save you if you hear something wandering around nearby, because it sure as hell has heard you."

Hello, Jumper, and welcome to the Liminal Frontier. The start of this adventure is admittedly somewhat vague. You are a M.E.G. employee who, after some incident, wound up no-clipping into Level 0, awakening to a version of the Backrooms that seems to have been abandoned for some time. Your mission, as it were, is to find a way to escape this dreadful world and reach the Frontrooms.

Of course, if you are a Jumper and this ain't your first rodeo, then odds are that the challenges of this place are minimal to you. As a result, this is a Gauntlet, and therefore **you are locked out of anything not part of your Body Mod**. Good luck.

You start out with **+0 Escape Points (EP)**

Setting the Stage

Origin

For the duration of this Jump, you work as a former employee of the Major Exploration Group (M.E.G.), of an indeterminate history, working to find some way out of the liminal frontier. You start on an elevator, though only for a few moments, before winding up invariably within Level 0.

You are free to decide your age, gender, and sex, so long as it makes sense.

Complications

No Metaknowledge [+0; Mandatory/+200 EP]
There is a solid possibility that you may have played *Escape the Backrooms*, or seen a video for it. This is nice, but it can trivialize the challenge. As a result, while this doesn't necessarily remove your awareness of Backrooms levels if you had awareness of them from other sources, this will remove your knowledge of the various puzzles.

For **+0 EP**, this only matters for the first run-through. For **+200 EP**, this occurs for all run-throughs. You'll remember that you made it through, but not how you did so.

Apeirophobia [+100 EP
The fear of infinity and endlessness. As you can imagine, this is not exactly an easy thing to have in this place, as it makes things highly stressful to you, likely impairing your senses and possibly worsening sanity.

The Darkness of the Room [+100 EP]
Smilers! They aren't in very many levels, which quite frankly isn't very lore-accurate. As a result, they now are present in every level that has a considerable degree of darkness in it, so long as it's not a level with a special entity (such as the creature in the End or Mr. Kitty)

Bad Swimmer [+100 EP]
Oh my, this is going to be a *problem* on certain levels. This isn't so much that you can't swim, but more along the lines that you can't do so for very long. Aren't you lucky that these places have boats? Be sure not to get off them for very long, because you'll likely drown shortly after.

This is a Color Puzzle, Isn't It? [+100 EP]
Congratulations, you are now color-blind. How exactly are you color-blind? The answer is in whatever way would make color-coded puzzles more difficult for you at any given time. Sure, it'll take trial and error to complete it, but that takes time, which you may not have.

Complete Desolation [+200 EP]
The Backrooms, it seems, are devoid of people for you to contact, and even with Wanderers you find, talking to them is impossible. This doesn't do well on the psyche, causing you to experience sanity loss on all levels. Companions help, but only so much.

"LOOK UP" [+200 EP]
Fuck you, there is no way that was up there before. Your environmental awareness is at an all-time low, and unless something is bright and obvious, you'll either overlook it (unless you are *really* paying attention) or take some time to recognize it.

Don't Look Outside the Window [+200 EP]
Window entities. They're some real creepy things that exist beyond certain windows - and should you get too close to one, you will quickly meet your doom. You find that not only are there now more windows throughout levels, but the vast majority of them are now Window entities.

The Name of the Game is Verticality [+200 EP]
This is going to be quite a problem, isn't it? Rather than its initial, relatively flat plane, Backrooms levels are now a fair bit more layered, descending down, having stairs, and sometimes sinkholes and possibly canyons if you are unlucky. I hope you are at least a little good at parkour.

Shifting Walls [+300 EP]
Oh boy, this will be a real pain in the ass. Every so often, you'll find that the level you are in "shifts" its interior. This results in rooms being in totally different locations, and they can either be closer or much further away than before. Expect some annoying disorientation. On the bright side, this has a guarantee of never causing a runaway effect that makes reaching the exit impossible.

Unreasonably Complicated [+300 EP]
I get that this is a puzzle game, but this feels like bullshit. Every level now has an extra objective attached to it that you must complete in order to successfully progress through.

Not-So-Mindless [+300 EP]
Beforehand, you had at least the comfort that the entities you were matching were not especially intelligent. You no longer have this guarantee, because now, while not at the level of a human being, the various entities that you face will be clever enough to track you or try to make the effort to trick you.

Stretched Thin [+300 EP]
Broadly speaking, you kind of have to screw around and waste precious time to *not* have the supplies necessary to ward off insanity. This is now going to be a problem, as resources are considerably less bountiful, and they already weren't before. You are going to be working fast if you want to have enough to reach the end.

How much you can receive due to this drawback does fluctuate based on how many companions you have and what other complications you possess.

Entity Infestation [+600 EP]
This is a simple drawback, but one that is definitely going to greatly worsen your experience. Now, your entity problem is going to be twice as difficult. In most cases, this just means that there will be twice as many entities as there previously were. In other cases, the issue will be that the entity is now twice as big an issue.

Challenges

Due to the nature of the original game, you may take all of the ending challenges. Upon completing an ending, even if you die or are trapped, you can simply start at the beginning once more and attempt the ending.

Ending 1 - Wrong Door [+200 EP]



Your first, and perhaps longest challenge of all of these. Beginning in Level 0, it is a matter of taking the most straightforward path given to you, which requires no real secrets or unique items to perform. Your adventure will bring you to Level 55.1, where you'll make a mistake and fall to your doom. Isn't that just peachy?

Reward - Upgraded ID Card (Item): A card received after reaching an ending successfully. This card will, if done with other ending challenges, allow you access to the paths required for the new endings. Post-Gauntlet, this ID Card grants maximum clearance in all situations.

Ending 2 - The Pink House [+100 EP]



Following Ending 1, the path to reach the new routes is considerably shorter. This one's point of divergence begins at Level 6, roughly halfway through Ending 1's route. Near the exit to Level 7 is a secured M.E.G. Door, which will take you to Level 974. There, you'll meet Mr. Kitty, and eventually wind up with him.

Reward - Kitty's House (Warehouse Addon): It seems that Kitty here is actually very nice! You have access to the familiar pink house of the shy but ultimately harmless Mr. Kitty. When you are here, you suffer no sanity depletion, and in future Jumps, you find yourself calm and collected. Optionally, you can bring along Mr. Kitty.

Ending 3 - The Suburbs [+50 EP]



The shortest route of them all. This divergence is near the very start. On Floor 4 of Level 1, use the ID Card on a secured door to reach Level 9223372036854775807, and endless stairs. Upon reaching the door incorrectly labeled 94, jump down and reach your home…in Level 94.

Reward - Suburban Home (Warehouse Addon): This is a nice home in Level 94, complete with a bedroom, kitchen, endless food, bathroom, living room, and two floors. It is also perfectly safe from any of the Animations, should you strangely feel compelled to bring the level with you. You may access this home at any time, and can place it anywhere as well.

Ending 4 - The Empty City [+50 EP]



Another route accessible fairly early on into your adventure. By going to the Hub (accessed shortly after the standard path out of Level 1), you are capable of reaching a secure M.E.G. Bunker. It's through this bunker that you can reach the Overgrowth Level. Clearing out the death slides, you can reach the Grassrooms, which leads you to a city…Level 11 specifically, of course.

Reward - Grassroom Corridors (Warehouse Addon): It seems that you have gained complete access to the Grassrooms. This is a peaceful, almost paradise-like place resembling a large building complex full of grass. There are various facilities and amenities for living and eating, and all of the hostile vines have been cleared out as well, so there are no dangers.

Final Ending - Final Escape [+300 EP]



Welcome to the final official challenge of this Gauntlet, *accessible only after the previous four endings have been achieved*. You must reach Level 3999 (roughly two-thirds of the way through the standard route), and seek out a special section of the level. Upon using your ID Card, you'll access a special room that has a machine at the center. Look into it, and a person will call you, informing you that the arcade is closed after 10. You have reached the Frontrooms.

Reward - The Neon Paradise (Warehouse Addon): Congratulations, for you now have complete authority over one of, if not the safest places in all of the Backrooms. Though seemingly like a mere arcade, it has hotels, food courts, hot tubs, and more. It's all even staffed by Arcade Attendants who tend to every need you have. Optionally, you can even bring along the Megacolony/M.E.G. Civilization, hosting some 24,000 wanderers. You can see the full breadth of 3999 here.

Survival Purchases

*You may purchase one perk and item from each cost tier [50/100/200/400/600] at a 50% Discount. For Perks that cost **100 EP** and Items that cost **50 EP**, they are Free.*

Perk Selection

Basic Knowledge [Free]
As a member of the M.E.G., you should reasonably have some understanding of how the Backrooms function. This gives no insight into how to deal with the actual puzzles, but ensures that, once you reach a level, you have a decent comprehension of its quirks.

Excellent Cardio [100 EP]
Seriously, where are these people getting their lungs from? You are capable of walking, climbing, and generally boating for as long as you want with no hint of strain. You can also run and swim for long periods of time, and it takes only a few seconds for you to be fully refreshed to go again.

Inventory [100/200 EP]
This will be invaluable to you. Though nowhere near as big as most options like it, you receive an inventory. It consists of 9 storage slots, 2 pocket slots, and your "main hand" slot. The main hand is whatever you are currently holding, while the two pockets let you instantly switch between them.

If you purchase the upgraded version for **200 EP**, you receive 19 storage slots and 4 pocket slots, though still only one main hand.

Godly Crouching [200 EP]
I don't know if you know this, but realistically crouching underneath tables or on corners shouldn't actually make you invisible. That's just a game concession. Still, it's a very helpful game concession. Whenever you try to conceal yourself, even if it's something as simple as hiding under an uncovered table, you are perfectly concealed. Additionally, your movements are highly muted, ensuring nobody can hear them. Now, the only way something can see you in these situations is if you bring attention to yourself and don't properly hide.

Just a Little Luck [200 EP]
Just before you drown, you reach the cave system. Just before the entity arrives, you manage to hide. Right as the horde is on you, turning the corner gives you a little bit more time. The Backrooms is a harsh place to be sure, but with a little luck, you can make it.

Now, when you are in a stressful situation, your luck enables you to get just a little bit of wiggle room to succeed, and you need only grasp it to hopefully make it.

I Understand It Now [400 EP]
Do you suck at memory puzzles, or finding your way back to where you have to go? Well now you don't. When you have all the information needed for an objective, you become extraordinarily good at resolving said thing. It could be a 20-string matching game, and you'd get it on the first try. If you are in a maze that is constantly shifting, you'll be able to find the exit so long as you saw it once before or at least know where it should be.

Absurd Fuel Economy [400 EP]
The biggest problem you'll face in this world is the ever-present threat of losing your sanity, an unpleasant way to go, to say the least. You now require the absolute bare minimum to live, requiring only a few sips to be fully refreshed, and a couple nibbles to have a decent meal. You also don't feel any need to eat or drink anything until absolutely necessary, though you can enjoy it if desired.

We're a Team [600 EP]
The usefulness of this is dodgy if you have no companions in this Gauntlet, but it is very helpful indeed. If you are in a team, and one or multiple die, then it doesn't quite matter. They are "ghosts" whose sight is fixed on you, perhaps giving a small amount of assistance. Upon successfully fulfilling your objective and making a successful leave, they are revived from death with everything they previously had - their original remains vanishing.

Self-Defense Measures [600 EP]
The end result of the average M.E.G. employee facing any entity is getting violently pulped. Things might turn out better for you, as you are actually pretty decently strong. Not strong enough to fight most entities, but definitely enough to at least stun the stronger ones, and possibly kill weaker ones such as Deathmoths.

Item Selection

M.E.G. Protection Uniform [Free]
The iconic yellow hazmat suit worn by M.E.G. personnel, though that origin seems a little inaccurate. Whatever the case is, this suit is thermoregulated, hard to accidentally break, and keeps out contaminants. Of course, it's not exactly super durable, so most entities can tear through it and likely you like tissue paper.

Additionally comes with a built-in camera, so you can rewatch your adventures.

Walkie-Talkie [50 EP]
This is a very helpful tool if you are interacting with multiple people. So long as you are on a level with someone, you are capable of communicating with them through this. The walkie-talkies have no battery issues, are indestructible, and cannot be damaged through things such as water. You receive one for every companion you have.

Rope [50 EP]
A special rope that seems to always have enough line to go down to whatever height you need. So long as someone sets it at the top, you'll always be able to safely climb up and descend using it.

Almond Water [100 EP]
A very precious resource in this place, which you are really going to want. It's a full bottle of almond water that, when drunk, restores all of your sanity. It replenishes once every two new levels.

Backrooms Fuel [100 EP]
Sometimes, you are going to need something of a kick if you want to survive this place. You now possess Juice and an Energy Bar. Beyond replenishing 25% of your stamina for each, they give you special boosts. Juice gives you a temporary Speed Boost that doesn't consume stamina. Meanwhile, the Energy Boost gives you a temporary Stamina Boost that lets you regenerate so long as it's active. These replenish once every new level.

Bottle of Pain [200 EP]
"Legendary Rarity" my ass! This just kills you! This is a bottle of Liquid Pain, a very nasty concoction similar in variation to Almond Water, except born from a number of chemical reactions that make touching it horrifically painful, and ingesting it lethal. You can toss this bottle at entities, causing them excruciating pain. You receive a new one upon reaching a new level. Post-Jump, you receive a new one every twenty-four subjective hours.

High-Powered Flashlight [200 EP]

This is a largely normal flashlight, albeit one that has infinite battery, and is generally better at lighting up the area. However, this has a special feature that lets it shine exceptionally bright, causing the target to become temporarily blinded and in pain in the best-case scenario. This doesn't affect you or your allies, giving you ample time to run. You receive two of these flashes, which replenish every two levels.

Helpful Notes [400 EP]
Throughout the Backrooms, you'll find an unreasonably high number of notes that tell you where exactly you have to go, what you have to do, and what you have to watch out for. It's quite frankly a little unreasonable how often they appear, but never look a gift horse in the mouth. From now on, whenever you have an objective, you see notes and wall scrawlings invisible to all but you and your allies, which give you important clues about what you need.

A Chainsaw, Man [400 EP]
What you have here is a literal chainsaw, with indestructible teeth and endless fuel to do what it needs. Though the standard chainsaw is only useful for removing wooden obstacles, this can be used for combat. Be aware, though, that this is loud as hell, so if you do use it, be sure that you aren't going to attract a horde to you.

Companion Selection

Multiplayer Mode [100/200/400 EP]
Perhaps you don't feel as though you are up to the challenge by yourself, and need some help. There's no shame in that, for that is what I am offering. You can either call in your companions or create ones to help - and while they are subject to the Gauntlet's rules, they have **+600 EP** and have 50% discounts on perks and items. They can't purchase complications, though maybe that works in your favor.

For **100 EP**, you summon one companion, **200 EP** for two, and **400 EP** for three.

Final Choice

Your journey in this Gauntlet is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this setting, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

Canon Challenges: In the actual game, you are able to access the Bunker after completing the Wrong Door ending, making the game's other endings far easier to reach. However, that would make things too easy for the Gauntlet.