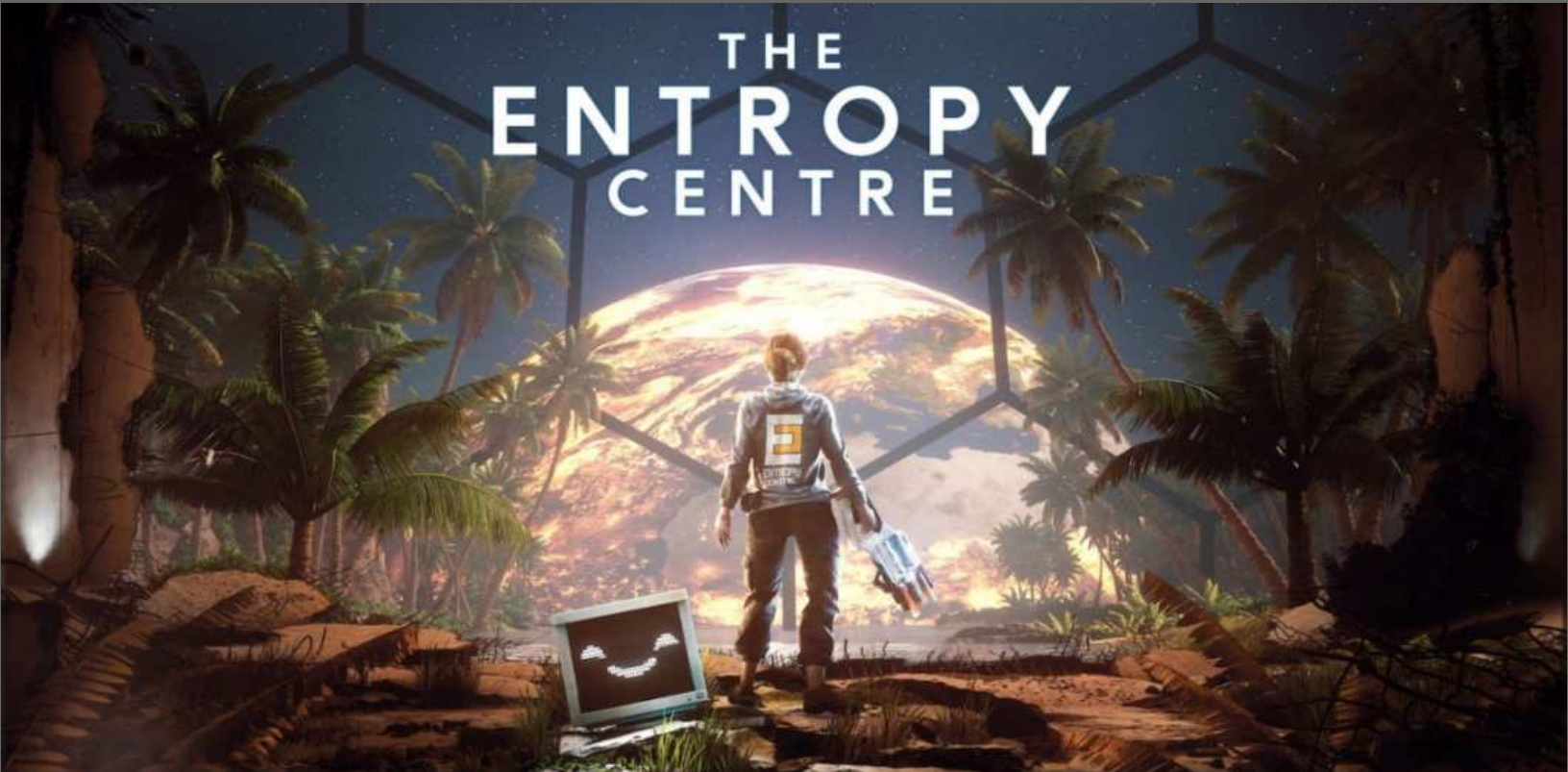


THE ENTROPY CENTRE



THIS IS AN ENTROPY CENTRE EMERGENCY ANNOUNCEMENT: AN EXTRADIMENSIONAL BEING HAS BREACHED THE FACILITY. ACTIVATING ENTROPIC DEFENSES.

Don't worry about that Jumper, those defenses are nothing to me!

Anyways, welcome to the Entropy Centre! Or Center if you prefer. Filled with adorable staff bots, fun rewind guns, and lots and lots of puzzles, there's plenty for you to have fun with.

You will replace Aria in this facility on the moon on the last loop when the game starts, just about an hour before the cataclysmic event which the folks before you could not prevent. I'm sure with all your powers you may even be able to stop the incoming cataclysm so let's jump right in!

Here is your +0 CP for- oh my, maybe those defenses weren't as harmless as I thought...

Your powers and items have been rewind away leaving you with your bodymod and making this Jump a Gauntlet! You will have to meet Astra, charge the main Entropy Device by doing puzzles, rewind the Entropy Reactor, and then rewind-repair the main Entropy Device while firing it at the Earth in order to complete the Gauntlet. Good luck!

Perks



You can choose to discount up to a total four Perk or Item purchases.
50 and 100 CP Perks and Items are Free.

Long-Fall Legs [Free/100 to keep]

As long as you land on your feet you can survive terminal velocity with nothing more than a bruise. This only applies to landing, so don't think you can block a car with your legs or something.

Stubborn Persistence [100]

You have a mild boost to willpower and a resistance to hopelessness. Even if the Earth exploded and you're in a hellish unending time loop with *literally* no hope of recovery, you can still crack some jokes with your AI friend between puzzles. This doesn't mean you aren't sad or won't give up if you want to but you won't be paralyzed by despair.

Backwards Thinking [200]

You are now very good at thinking with Entropy. Both as a puzzle mechanic and as a technology. If given time and some Entropy tech, you could probably make your own fun devices like Entropy Ping Pong Paddles or Entropy Soccer Balls. Though preferably something more useful.

Softlockproof [200]

When you think about it, it only takes one broken puzzle element or blocked off passageway that you aren't able to rewind before you'll be simply unable to continue your journey. From now on, you have a

specific luck which prevents you from losing your life from small unlucky events out of your control. This won't stop you from getting shot by someone but it will stop you from getting a cramp while running from someone with a gun. It can stop your car from breaking down at a dangerous time or stop your enemy from breaking their routine the day of your heist on their base.

How Did You Get Here? [400]

Not here as in this facility, I mean here as in this specific location. You have a confusing spatial ability to appear near your allies when they need you. Most of the time it'll make some amount of sense, like an alternate pathway or a nearby alley, but the more your allies need you the less sense your ability (which let's be honest, is just teleportation) has to make, as long as it isn't within anyone's sightlines. This has a maximum range of 1 mile.

Puzzle Connoisseur [400]

You can now solve a sudoku in your sleep. This doesn't necessarily make you smarter but when given constraints and mechanics, you can quickly connect the steps you'd need to solve a short-term problem. This is only so expensive because it all but guarantees that you will succeed at the puzzles in this Gauntlet.

Entropy Conduit [600]

What's this? It seems the facility's extradimensional defenses have done something... special to you. You are now able to personally manipulate Entropy Energy to replicate the effects of the Entropy Centre's technology. Specifically, you gain the powers listed in the **Entropy Gun** Item, which you can fire from your hands. Unlike the Item, you are able to rewind your own Location (without rewinding State) by up to 10 seconds. Also, you are able to passively generate Entropy Energy by solving puzzles of any kind (though with much less efficiency than the **Entropy Collector** Item). By expending extra Entropy Energy (either by your own generation over time or by other absorbing from other Items which generate Entropy Energy in this Jump) you can surpass the limits of the **Entropy Gun** and reach heights of the **Entropy Projector** and **Entropy Device** (though needing similar levels of power). This also lets you rewind your State, rewinding injuries, negative status effects, and age. This will not rewind your memories

unless you want it to (try not to get stuck in a tiny time loop of your own).

In combination with **Backwards Thinking** and practice, you can be a lot more precise with what you are rewinding, like rewinding only parts of your body or rewinding a thrown weapon's location relative to your hand to return it.

Don't Have Arms, YET [600]

How creepy. You can now temporarily borrow a lesser version of an attribute, statistic, or ability from a nearby ally, though flavored by your own abilities and form. For example, you could borrow your friend Astra's Entropy Gun powers which would manifest as a bone nozzle on your palm to fire a weaker Entropy beam which could harmlessly retreat and heal back over when you are done. If you are the **Puzzle Exercise Jumper** then you could grow a pair of less-than-stellar but functional robotic legs to match your human companion. Outside of this Jump, you could do things like borrow your AI's super intelligence or beef up with your barbarian's strength etc. This only lasts as long as you want it to while you are nearby them. You can also only use one borrowed ability at a time. See Notes for more details.

In combination with **Softlockproof**, your copied abilities will be a bit more aesthetically pleasing (sprouting the limbs of alien allies will look a lot less body horror-y now) and copying them won't ever be inherently harmful (copying strength would already increase your durability as well but now someone's ability to give off radiation will no longer give you cancer).

Items



None of these Items will be given to you until the end of the Gauntlet (with the exception of **The Entropy Gun** I suppose but you get that anyways).

Entropy Centre Brand Merch [50]

Why does the Centre have gift shops? Nobody here is visiting? You all work here? Oh well, you now have an endlessly replenishing supply of Entropy Centre merchandising in your warehouse.

Entropy Centre Official Puzzle Elements [50]

You now have a keypad in your warehouse which can summon the various puzzle elements (cubes, conveyors, parts for moving platforms, etc) in case you'd like to build your own puzzles for some reason. Perhaps you need to generate more Entropy Energy?

Entropy Collector [100]

This is a disc-shaped, plate-sized device which can collect Entropy Energy from completed puzzles in a 1 km radius. The definition of "puzzles" leaves quite a bit of wiggle room but it has to be something solvable which the solver (a sentient being) didn't already know the answer to. You'll get around 100x as much Energy from puzzles which involve time manipulation. Solving a math exam would generate enough Entropy Energy to power an Entropy gun about long enough to do one or two puzzles for example, while solving a puzzle with the Entropy gun would generate enough Energy to power itself for the whole facility's puzzles.

The Entropy Gun [200]

The main device used by the protagonist to solve the puzzles in the game. The Gun can rewind objects up to 300 cubic meters in volume. Other than that, the game's rules on how the gun affects objects are a bit inconsistent (such as some cubes becoming intangible while they are rewound). During your stay, these inconsistencies will stay so that the puzzles are solvable, but here is how the rewinding will work in future:

- The gun will automatically detect whether you want to rewind the State or Location of an object. It also decides what makes sense to count as one object.

- The State of an object includes its properties (such as heat, charge, and chemical state) as well as its location relative to its other parts (ie the position of a clock's hands, the pieces of a broken clock reassembling, or the tall cube uncrumpling).

- The Location of an object is usually measured relative to the nearest source of gravitation (ie whatever planet you are on) but can be changed to be relative to a vehicle you're in if appropriate.

- Rewinding the Location also rewinds the State.

- Rewinding State can sometimes change the rotation of the object depending on the context (a spinning fan's State can be rewound to make it spin backwards).

- When you target and fire an Entropy device at an object, its State and Location become paused and require extreme external force in order to knock it out of that Entropy field.

The Entropy Gun usually needs to be charged every once in a while but yours always has enough Entropy Energy to function at baseline efficiency. It can rewind something's State up to 40 minutes, something's Location up to 40 seconds, and keep something in an Entropy field for 40 minutes. If you give it additional Entropy Energy, it can rewind bigger things further back and even rewind living things, though rewinding living things is 40x more Energy taxing than normal rewinding.

Entropy Projector [400]

The Entropy Projector is a much larger version of the Entropy Gun. It will by default be attached to the ceiling of your Warehouse but you

can take it off and move it wherever you'd like. This Projector can rewind an object or living thing using a lot more Entropy Energy. Somewhat similarly to **The Entropy Gun** Item, this generates its own Entropy Energy to function, though unlike the Gun it requires time to charge up to a baseline Energy capacity rather than simply functioning at a baseline. At its baseline charge, it can rewind a human's State by six months. It would require a month to charge back to baseline from that but you can of course use it for smaller things while it's charging or charge it faster with other Items in this section.

The Entropy Reactor [600]

The Entropy Reactor is a large machine which efficiently stores Entropy Energy. Entropy Energy which passes through the Reactor will be 100x as effective. That's not all, as you can also program the Entropy Reactor to use stored Entropy Energy to rewind the State of things within about 500 meters to repair. Your Reactor can do this regardless of how much Energy it has stored, though the more Entropy Energy it has stored, the more this range increases (if you allow it to use up your Entropy Energy for such things).

The Entropy Device [600]

This Device is massive and can be imported to your Jump in locations you own, even if it's mid-Jump (you're welcome, now you don't have to rip it out of your Warehouse over the course of several days) as long as it's peaceful there at the time (so no teleporting it onto your enemies). It is a scaled up enough device to hypothetically rewind an entire planet up to 5 years (any further in scale or time is exponentially more difficult). This will very slowly charge itself up to its max charge over the course of 1000 years. If it's too slow for you, you can charge it up with the other Items in this Jump (an **Entropy Reactor** would lower it to 10 years and the **Entropy Collector** connected to the **Reactor** could make each puzzle charge it up around 1% at a time like in the game).

The Entropy Centre [1200, Not Discountable]

You now have a staffed copy of the original Entropy Centre. This will import into Jumps with you, usually onto the moon (though it can import onto other locations you own or a space station if it can't be on the moon for whatever reason). The Entropy Centre is by default a

humanitarian organization which will attempt to use its technology (multiple Official Puzzle Elements, Entropy Guns, Collectors, and Projectors, along with an Entropy Reactor and the main Entropy Device, all of which function like the items above) to make a brighter future for whatever world they are in. They are, however, ultimately loyal to you so if you have some other purpose for the Entropy Energy they will be producing or the technology they use, you can order them to do something different. These people are effectively immortal due to their repeated self rewinds and some are incredibly intelligent scientists.

Companions



All Companions listed are optionally not the actual versions of them you encounter in the Gauntlet in case they die, are not friendly, or are not available as a result of your Drawbacks or actions.

TANNOY [Free]

This is not really a companion as much as a simple AI which you can put into the digital systems of your items and properties which will gladly tell you what's wrong with them at any given point in time.

Loudly. And repeatedly. I guess this is helpful?

Astra [100]

Your adorable Puzzle Exercise Assistant who is sorta sentient will now be granted top-o'-the-line official sentience and come with you in future Jumps. You can import her into **The Entropy Gun** if you bought it, or into other immobile technology you own. You can't put her into a robot body via this initial import but feel free to plug her into one and transfer her over (she's always wanted arms and legs!) and then import her into future Jumps as a human or some such. She's got the **Puzzle Connoisseur** and **Backwards Thinking** Perks.

She's a goody two-shoes who enjoys being around friends and doing puzzles. She's easily excitable, clever, and wants to help her friends. And grow in power. But that's more of a hobby.

"E" [100]

This staff bot with a sticky note is sentient like the rest of the staff bots, though this one is not insane. A helpful and violent little bot, they will happily assist you with puzzles and eviscerating your enemies. Their robot body is a surprisingly agile

thing with built in energy attacks. By default their weapons will be relatively weak shock weaponry but if E wanted to, they could be at the level of the **Why Do The Janitor Robots Have Guns** drawback. You can transfer them out of their robot body into a new one but they will continue to only speak in beeps and chirps. Maybe after a long time you could convince them to learn a language. They have the **How Did You Get Here?** and **Softlockproof** Perks.

Personality-wise, they crave violence (in a cute way) and are fiercely loyal. They don't like being pet but they do appreciate boops.

Aria [100]

The final remaining employee of the Entropy Centre, and final remaining human in her Jump. She has experience as an Entropy Centre Puzzle Operative which has given her a surprisingly athletic build. She has the **Long-Fall Legs** and **Stubborn Persistence** Perks, as well as the **Anti-Entropy Properties** Gauntlet reward.

She's a jokester and rule-breaker. She'll have lots of fun doing Jumpchain, slinging super powers everywhere and cracking jokes.

Drawbacks



No Drawback Limit and they are rescinded at the end of Gauntlet.

Puzzling Puzzles [+0, Mandatory]

You can't generate Entropy Energy from puzzles you already know the answers to, so we're gonna have to take your memory of all the puzzles in the game. This doesn't count the escape sequences and stuff because those aren't needed to charge the Entropy Device.

Puzzle Exercise Jumper [+0]

Uh oh, this may be a bit disorienting. You have no longer taken the place of Aria, and instead taken the place of Astra. This comes with upsides and downsides. Upside, Aria is usually able to complete the puzzles without the help of Astra (as is the point) but downside, you have little to no control over your success in this Gauntlet. You are in charge of rewinding the reactor but you can't help with any puzzles since you don't generate Entropy energy if you give her any hints. Upside, you gain the **Entropy Gun** altform (which functions like the item), being able to fire yourself or stop yourself from being fired manually, as well as activate a personalized shock. Downside, you could very easily end up dying if you don't fall quite right from the reactor or Aria has too much difficulty in finding you and there'd be nothing you could do about it.

If taken with **Annoying Astra**, it becomes **Annoying Aria** which I'm sure you can understand.

Think Fast [+100]

Now you've forgotten everything else about the Entropy Centre. The escape sequences, the mechanics, the loooooore. Thankfully, it's not exactly difficult to figure out what to do when there's only one way to go. If taken with **Puzzle Exercise Jumper**, then you know just enough to remember that you must solve puzzles and that you can't spoil them.

Blue Screen [+50, Requires Think Fast]

It seems that the computers in the facility have succumbed to some sort of virus and no longer function. Even the presentation slide shows are broken. Now you won't know any context for what is happening whatsoever (outside of Astra) until the Gauntlet is over.

Annoying Astra [+100]

Your PEA is no longer an adorable rule-following companion in your time loop hell. They are instead loaded with a personality which will irk you specifically. Whether it be way too chipper and talkative, or gloomy and pessimistic, they will annoy the heck out of you. They'll still "sacrifice" themselves at the Entropy Reactor, and they won't actively impede your progress but expect to groan whenever the little jingle plays indicating your gun wants to chat.

DLC [+100/+200]

There are now double the original amount of puzzles in the facility. You get a proportionally longer amount of time until the facility is destroyed by the Reactor meltdown and then by the Earth exploding.

However, this does give you more opportunities to get stuck on a puzzle and fail. This makes your loops longer and less frequent when taken with **This Has All Happened Before**, still making you stay 9999 years. For an additional +100 CP, double it again.

Limited Time Only [+200]

It seems the timings on all of the puzzles have been significantly tightened. What I mean is that the maximum rewinds on all the puzzle elements have been shortened from around 40 seconds to only 2 seconds more than is absolutely necessary to complete the puzzle. That means if you only have to move something from one place to a place 10 seconds away to complete the level then you'll only have 12 seconds of rewind on that object. This becomes a lot harder when you have 2

seconds of wiggle room on more complicated rewind chains. Get ready to reset a lot of objects. Repeatedly.

Be There Or Be Cube [+200]

Uh, oh. Looks like they never got the hang of those transformer grids. If you ever pass through one, a random body part will be turned into a cube. This is (surprisingly) not painful but will make completing puzzles more difficult to say the least, and will probably get you killed if it happens more than twice or replaces something important like your hands or internal organs. Basically don't touch those things.

Designed To Be A Moron [+200/+300]

The Puzzle Exercise Assistants were designed to help their users solve puzzles without giving away the answers by increasing morale. But now with this, they took a different strategy: if you get a bunch of Entropy Energy from solving a puzzle you don't know the solution to, then surely you will generate even *more* if you know wrong solutions to the puzzle? Unfortunately, that's not at all how this works. Double unfortunately, Astra has been replaced by one of these stupid AIs which will spout all of it's "genius" ideas at you the whole game. Triple unfortunately, you can't help but believe a lot of them. They seem so right until you try them. None of the ones that this will make you believe will get you killed and they'll still "sacrifice" themselves at the reactor, but the lost time on puzzles will be quite the hindrance. Optionally, you can change Dumb Astra's face to a blue eye and their voice to a british man's and their name to- well hopefully you get the reference enough to understand at this point.

If taken with **Puzzle Exercise Jumper**, grants an additional +100 CP which instead makes your human an idiot. You will be given the ability to hint at the solutions while still generating Entropy energy as long as you don't give it away. She (or he if you want to Wheatley-ify her) will no longer be able to convince you her dumb ideas are viable, but she will have dumb ideas and be resistant to you convincing her that she's wrong (no matter how often she's been proven wrong before). At least if you don't take **Annoying Astra/Aria** they'll be very friendly the whole time.

Actual Entropy [+200/+800/+1000]

Entropy is the tendency of things to go from a high energy state to a low energy state. In this case, it is decay. Now things in the facility are prone to falling apart more than usual. Even if you don't have **Softlockproof**, these will never completely impede your progress by themselves but you may have to employ... creative puzzle solutions at times.

If taken with **This Has All Happened Before** then- oh my god don't do that are you insane? The pseudo-**Softlockproof** effect will continue but after only a couple dozen loops you won't be solving puzzles anymore, you'll just be trying to survive the broken facility and angry staff bots. You thought some of the puzzles were hard? Try to figure out which pile of gray rubble you need to rewind to find the path to the other rubble you need to rewind to get up to the next location. Which is of course different every time and you only need to fail once and- well like I said, bad idea. Still, you'll get +800 instead of +200 CP for your efforts.

If taken with **Entropy Centre Puzzle Operative** (my god), you get an additional +200 CP on top of that.

Lonely Journey [+300, Incompatible with Designed To Be A Moron and Annoying Astra]

You're on your own on this journey. Your gun is now completely silent. If you think this isn't that bad, you tell me how it feels after hours of complete silence, completing puzzles alone. Well, besides Tannoy I suppose. If taken with **Puzzle Exercise Jumper**, your version of Aria is a completely monotone, non-emoting, default-character model-looking, silent protagonist. They will never talk to or acknowledge anything you say but you still can't spoil any puzzles while they are solving things. At least you have a nice chin to look at for however long.

Why Do The Janitor Robots Have Guns [+400]

Usually, the angry staff bots attacks are shock attacks which will hurt like hell but not injure you for too long unless you get hit by multiple in a row. Now, these energy attacks are way stronger. Getting hit by one dead on will be like being struck by a bolt of

lightning and being in the blast radius of one will leave a ringing in your ear. But it's alright, just don't get hit even once!

Oh, It's You. [+600]

At the peak of the Entropy Centre's run, they got the genius idea to automate puzzle creation. So they crafted a special AI which could make new puzzles and automate the systems throughout the facility. Unfortunately the evil AI, GLaDOS, betrayed them all, flooding the facility with neurotoxin (who installed that?) leaving only one person to be subjected to her testing: You (or Aria if you are **Puzzle Exercise Jumper**). GLaDOS gives you a small dose of the neurotoxin, giving you a time limit before you instantly die (roughly how long it would have taken for the Earth to blow up the facility). She sends you to do the puzzles she has created (now with added turrets and spiky smashers as puzzle elements) and rewinds you to watch you do it again. You enter the Gauntlet as one of many bog standard cataclysms have befallen the planet and GLaDOS isn't gonna rewind it. This means you'll have to go through the facility and make it to her chamber right before the main Entropy Device, beat her in a boss battle with creative use of puzzle mechanics and your Entropy Gun, and then fire the Entropy Device while standing inside it as normal. The Reactor will no longer be in meltdown though you will get a lot of scolding and bemoaning from GLaDOS before, during, and after each puzzle instead.

This Has All Happened Before [+800]

Instead of arriving where the game starts you, you arrive on the first cataclysm after the Entropy Centre employees leave the Centre. While you may think it'll now be easier to fire the Entropy Device since the facility is more complete, this would be a grave misunderstanding. You will now have to complete the *entire* journey made by Aria. This means that you must solve every puzzle, survive the Centre, and fire the Entropy Device a few dozen... million times, lasting 9999 years (up until your final loop which coincides with the game). Don't worry, it won't get boring since you won't keep your memories each loop, however this does increase the chance that you will fail even once on your countless loops. You can optionally regain your memories of every loop once you complete the Gauntlet but most of it will be... somewhat repetitive so you could instead remember a highlight reel of

what you'd find most interesting of all your loops. You could also just keep it to your memories of the last loop as well of course.

If taken with *Oh, It's You*, you start the day after GLaDOS killed everyone and is forcing you to do the puzzles. The main cataclysm won't happen until the last loop at 9999 years. See Notes if you care how that happens. And for the record, GLaDOS remembers every loop and will use this to bug you even more effectively. She'll also probably shake up some of the puzzles every couple hundred loops, just for funsies.

Entropy Centre Puzzle Operative [+200, Requires This Has All Happened Before]

Instead, you start even further back, just a few rewinds after the founding of the Centre when Aria would have joined. You will have to work as a puzzle operative for the several years (though with plenty of memories rewound away until the Gauntlet is over) before the unavoidable cataclysm, the evacuation of the facility, and the start of your time loop. This once again increases your chances of something going wrong, especially as the Entropy Centre figures out how to do their jobs safely the first couple of years (don't get your foot turned into a cube Jumper).

Over And Over And Over... [+600/+800, Requires This Has All Happened Before]

You better have some *really* good mental health and sanity perks attached to your bodymod somehow if you want to take this... you will now keep your memories after every loop. Your memory of each specific puzzle's solution will disappear when you get to it so that Entropy energy can be generated, and then return after you solve it. If you think that it can't be that bad, remember that you will be spending almost ten *thousand* years here. Even for really really old Jumpers, doing the same futile thing, day in and day out, a hundred times, and then a hundred times that, and then a hundred times that... For reference, imagine for a moment you were to paint the Sistine chapel by placing your brush in a can of fresh paint of the appropriate color and poke one touch of paint on the wall before going to the store to buy another can of paint and paintbrush and repeating. And then once it's done, someone blows it up and you have to paint the chapel again. 500 times. Starting to understand the tedium?

Your saving grace is that **Astra** will also remember each loop and can grow and talk with you over that time. So. Much. Time. If you somehow don't give up, you can take her as a Companion for free as a result.

Though instead you can go it alone, Astra resetting each loop as normal giving you +200 additional CP. I cannot stress this enough, DO NOT ATTEMPT WITHOUT BODYMOD SANITY PERKS.

Ending



If you manage to succeed this Gauntlet, you get to keep everything you purchased here and you'll get these two rewards for free:

Anti-Entropy Properties

You are now blanket immune to any unwanted time manipulation. Whether that be moving during a time stop, not being aged out of existence, or deciding to just walk out of a time loop, the possibilities are endless. Though of course this doesn't protect against the natural progression of time so you are not immortal, nor does it stop other people from using time manipulation on themselves to fight you.

OSHA Compliant Entropy Tech

Normally Entropy technology is not very safe, doing vaguely bad things to you with repeated consecutive usage. This is no longer the case unless you want it to be.

Then you can choose what to do next:

Move On

The most common option, good luck on your next Jumps!

Go Home

The futility of existence getting to you? Fair enough, I'm sure you can do a lot of good back home if you put your heart into it.

Stay Here

You want to... what? Do you know what you're signing up for? There's nothing here. The Earth is doomed, arguably even if the technology wasn't vaguely doing more harm than good, and the facility is empty besides you and Astra. At best you can loop a couple more times. It's hopeless to stay here... unless...

The Good Ending [Requires This Has All Happened Before or Oh, It's You.]

Either through sheer persistence, hope, and the bond of friendship between a Jumper and their time travel gun, or because there was nothing inevitable about the cataclysm that GLaDOS refused to prevent at all, you got the Good Ending. Your Powers and Items return, the planet is saved, and they are all very very thankful to you. Upon your safe return (NASA can fly up and get you if you can't get down yourself) you'd be treated universally as a savior. The Entropy Centre would return to operation over time even if you didn't purchase them and you can either join up with them or live peacefully on the now thoroughly protected planet. You can toggle this on even if you don't **Stay Here** as long as you meet the requirements, you just won't be around to experience the saved Earth.

Notes

-I make various references in this document to Portal. I want to clarify that I do not think that the Entropy Centre is a ripoff of Portal or anything like that. It's just undeniably inspired by and very similar to the game, which is not a bad thing.

-FYI the bit at the start about facility defenses getting you is just flavor text unless you'd like it to be canon to your Chain. Don't try to say you can come in with all your powers because you have time manipulation immunity or something, that doesn't work.

-To clarify, there are four total discounts throughout the whole document. You could use them all on Perks or all on Items or some on Items etc.

-Here are some specifics on **Don't Have Arms, YET's** limits:

- To count as an ally, they must be someone who knows you, who is currently working towards the same goal as you, and isn't mind controlled to do so.

- You cannot copy more than one ability or from more than one person at a time (so no copying both Astra's ability to shoot Entropy energy and the ability to shock people, and no copying from multiple people).

- Copied powers that require a power source will work as if you had as much of that power as whoever you copied it from (so Astra's Entropy beam will work normally while copying from a wizard's spell will let you cast it as if you had the mana that they did, running out as fast as they would).

- One ability cannot be an ability source like "I take Superman's ability to process sunlight" you'd have to take just his strength or flight or whatever.

- Skills like gunslinging or martial arts are copyable but not skills like microbiology or repair which are knowledge-based skills. A good rule of thumb is whether or not it had become muscle memory.

- You can't copy abilities you already have. No stacking arms. Unless they have more arms then you I guess.

- The definition of "nearby" is pretty loose, but within a few meters or fighting in the same area of the same battle is right around the range.

- The ability is roughly a quarter weaker than the source (so working at about 3/4x efficiency).

-I want to personally apologize that the time manipulation explanation is so long winded and specific but oh my god it's inconsistent in the game don't get me STARTED.

-To be clear, Astra can be imported into a phone or smart fridge or something that can't move on its own and then transferred into a separate body if you have one available and have a means of transferring. Once they have a body that can move, they can be given different bodies as normal through Companion imports and race options.

-I can't remember whether or not there's a puzzle which requires you to step through a transformer yourself in the game but assume that if you have **Be There Or Be Cube** then it is no longer required.

-**Puzzle Exercise Jumper + Designed To Be A Moron** can let you unleash humanized Wheatley on the world. Horrifying.

-On how humanity isn't destroyed in the time between the Entropy Centre shutting down and the start of the Gauntlet in **Oh, It's You.**: Many (relatively) small cataclysms which would have been

rewound (making the situation worse in the long run due to vague rewind consequences) do not quite eliminate all of humanity, whose population fluctuates but survives until the final cataclysm which destroys everything on the planet at the start of the Gauntlet.

-Even if you take **Entropy Centre Puzzle Operative**, you cannot prevent the events of the game from occurring and you eventually being trapped in a time loop.

-Have a nice day Jumpers!