

METRO GRAVITY

A Jumpchain-compliant Gauntlet – By Deep Sea Jumpmaker

Have you ever had regrets, Jumper? Is there something that you wish were different in your life? Is there some decision you desperately want to undo? There are many people with great regrets. People willing to do whatever they can to assuage those deep burning regrets, even clicking on very sketchy hyperlinks on very dangerously looking spam emails, and filling out very sketchy looking web questionnaire. Questionnaires like **Wonder's** Game. Sadly for those people, they end up here, in this strange dream-like space known as The Halls. Here, those with great regrets wander the strange architecture, born of their subconscious thoughts and emotions, trying desperately to remember their forgotten wishes, until either they figure it out, or change and degenerate into something else.

This isn't some normal world for you to enter and mess around in. This is a digitally birthed liminal space, informed by ideas of dual-consciousness theory and eternally stuck in the "decision" half of the thought process...at least I think? Its a tad confusing and at most all we have to go on are Coltrane's conjectures and **Wonder's** ramblings. Regardless, this is not a normal jump, this is a **Gauntlet**. You will be stuck here in the Hallways until either you die, figure out **Wonder's** Game, completely lose your mind, or until Stephanie defeats Wonder. Don't worry though, death or loss of your mind isn't the end of your chain, though you won't get to keep your new toys and perks if you do fail to survive. You will have **no Perks, Items, or any powers** from outside sources, **just you and your Body Mod** (should you possess one). As is tradition, here are your +0 **Wonder** Points to spend on things. Now then...

Wonder's Game

1. What is your biggest fear?
2. What do you regret the most?
3. What is your wish?
4. Does this wish come from your soul?

Respond here:

Drawbacks/Settings

Here are various options that will affect both the world and yourself, and will give you your budget of **Wonder** Points. Drawbacks cannot be overwritten or overridden in any way, and persist until the end of the Gauntlet (See Ending).

Forgotten Wish (+0/+100 **Wonder** Points)

When one chooses to enter the Halls, they are given a challenge: To remember their deepest wish, their greatest regret, and speak of it to **Wonder**. Of course, this is easier said than done, as the memory of such things is stolen from you at the start, a sort of amnesia you have to think your way through to finish the game. Choose one of the following:

For +0 **Wonder** Points, all you will have forgotten are your answers to the four questions you answer as part of **Wonder's** Game (See Above).

For +100 **Wonder** Points, all you will also forget everything you know about Metro Gravity, whether it be the plot, characters, how The Halls work, etc. In essence you're starting the same as most people who enter The Halls starts.

Location (Free/50/+50 Wonder Points)

Now that you've sorted your amnesia out, next we need to decide where you are going to end up in The Halls. Not everyone appears or enters in the same place, so let's figure out where you yourself will start this Gauntlet. You may choose to either select the following biomes at random (roll 1d10), or spend 50 Wonder Points to select one of them. If you possess the +200 version of Reactive World, then you may instead gain +50 Wonder Points by choosing to start deep in the middle of the new Zone.

1. The Sewers
2. The Mausoleums
3. The Aqueducts
4. The Greenbelt
5. The Red Desert
6. The Archives
7. The Snowfields
8. The Gambler's Palace
9. The Nothing Factory
10. Free choice of any of the above zones.



Catty (+50 Wonder Points)

Not everyone is lucky to enter The Halls as they once were or with a swanky outfit. Poor Oscar had the misfortune of being turned into a Cat upon entering The Halls. Just like poor Oscar, you too are now a small household animal like a cat or dog. Naturally, you have no thumbs, and your ability to interact with the world or defend yourself will be limited. Sorry.

Vertigo (+100 Wonder Points)

In The Halls, hallways that twist, crystal stairs going up and down, water falls that fall up, platforms with tables on both sides, etc. And I dunno about you, but it all gets dizzying, and it will especially be for you. For the duration of your time here, you will find yourself suffering from bad cases of dizziness. It's easy for you to lose sense of direction, you will often be confused as to where you are or going, and moving too fast along the strange geometry will leave you disoriented more often than not. Good luck navigating the halls.

Don't Got Rhythm (+100 Wonder Points)

Everything in The Halls seems to follow a certain beat. The autonomous entities and the degenerate Old Ones all seem to move and act to a certain rhythm, making them predictable and easy prey to those with a good sense of timing. Sadly that's not you. Your sense of rhythm is honestly kinda garbage, you can barely keep track of tempo, and you're just as likely to flail around in a panicky manner than to get into the flow state needed to fight the toughest battles in these halls.

I HATE HER (+100 Wonder Points)

Your emotions have gained a certain level of volatility, just like both Domitille and Ms. Davis, you tend to take everything way too personally. It has become too easy for you to perceive the actions of others as slights on your person, and you tend to fester grudges and hatred in your heart as if you were breathing. Its going to become difficult for you to maintain relationships, as chances are most people are going to be driven off by your violently offensive anger and bitterness. Doubly so if they DARE to imply any of this is SOMEHOW your fault!

Where's My Notebook (+100/200 Wonder Points)

The shifting nature of The Halls tends to cause problems for the denizens here, mostly in terms of their personal belongings. While this won't cause you to lose your most prized possession, expect the few minor knickknacks you gather and collect here to not stay with you very often, such as shoes, gloves, notebooks, or paintbrushes. Nothing essential for your survival, just the little things. You may have them in a drawer in your small house one moment, then the next its off in some random corner of The Gambler's Palace or under a rock in The Desert. For an extra +100 Wonder Points though, this gets even worse. Now even the items you purchase here, or your necessary survival tools, like weapons and the like, will also be prone to disappearing when you aren't looking at them. One moment they could be in your back pocket, and the next they've flown off to be sequestered behind some puzzle. Only that which you constantly keep in your hands at all times will be safe.

Shifting Halls (+100/+200 Wonder Points)

There are those who, after playing a game, tend to learn the map like the back of their hand. Sadly, that's not going to matter. It seems your arrival has shaken up The Halls once more, reshuffling and scrambling around the layout and geometry of the world here once more, making any memory you had of the in-game map absolutely pointless right now. For an extra +100 Wonder Points, this isn't just a one time deal. Your presence has instead agitated The Halls, and now the rooms will constantly change and shuffle around more often than before, with a new arrangement happening around once a "week" instead of whenever a new arrival comes.

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HER

This little bitch just WALTZES in
here "oh no problem I just figured
out gravity walking!"

"oh it's a rectangular prism duhhhh
hehe I saw it right away with no
practice"

Do you have any idea how long i

She did say my painting was nice
though..



Reactive World (+100/+200 Wonder Points)

The Halls are shaped by the thoughts, memories, and subconscious of those who reside in it, so is it any wonder that your presence has made a splash? From hence forth, you will find the halls containing new autonomous enemies and creatures, beings shaped by your own subconscious thoughts, fears, and insecurities, who will no doubt be hostile and disruptive to you on sight.

For an extra +100 Wonder Points, In addition to the newer foes, you now have an entire new zone appearing in this world, with its own challenges, puzzles, and difficulties shaped by

some part of your psyche, and impeding both you and those who will inevitably need to pass through it.

Then Comes The Dam (+200 Wonder Points)

If you thought the enemies present already were tough, then hold on because there's more! A lot more! There will be more enemies present during your time here in this world, and they will not only be significantly more aggressive, they they will go out of their way to swarm after you and even coordinate their attacks to try and bring you down. And yes, this does also apply to the new enemies produced by Reactive World. Good luck!

"Get it, beaver?" (+200 Wonder Points)

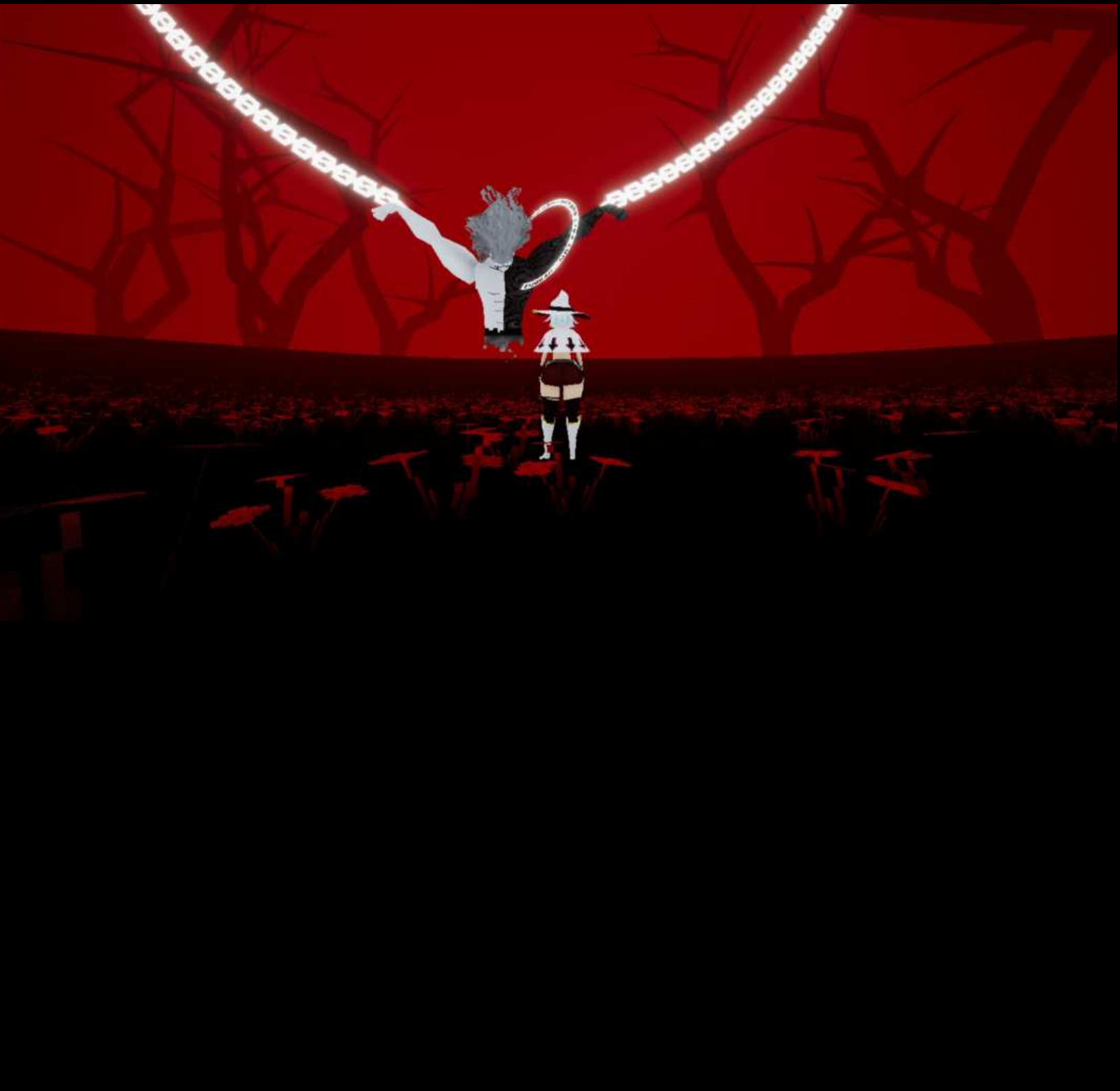
Worried about having a hard time remembering your wish? Well, worry no longer, because its not up to you any more! You can no longer leave The Halls by answering Wonder's Game. He's instead decided that you're going to stay here, trapped in this world, unable to reach or be invited to him anymore. Instead, the only way out of here is either through death, losing your mind totally, or until someone finally ends this twisted reality you're trapped in. Enjoy your stay!

No Train Home (+200 Wonder Points)

Unfortunately, Stephanie never made it to The Halls, having instead been killed in the train accident that rendered her brother comatose. What does that mean? It means that you can no longer rely on her solving the puzzles of the Hall defeating Wonder. Instead, if you want to end this sick and twisted world, you're going to have to ensure it happens yourself. This may or may not be impossible depending on your other drawbacks, but that's your problem.

Old One (+300 Wonder Points)

You've officially lost your marbles. The Old Ones, so named due to how long they've been trapped in The Halls, are beings who have lost most of their conscious thought, instead being shaped and driven almost entirely by their regrets or subconscious thoughts. You will be generally violent and dangerous to those who have the misfortune of encountering you, and it will often require beating and tiring you out to get you to return to some level of lucidity, though even then such returns to sanity will be very brief, no more than an hour or so. If you took the +200 version of Reactive World, then you will also find yourself unwilling to leave the new zone based on your psyche.



Perks

Now that you finally have some **Wonder** Points to spend, below are some various perks to spend those points on, and the prices. Sadly, there is no discount policy.

Metro Gravity (Free/200 **Wonder** Points)

Those who enter The Halls will be swift to find out that gravity in this world is more subjective than the real world. You, like the rest of the people trapped here, can benefit from this subjective gravity. Whenever you step foot onto a solid surface, your personal gravity will shift, allowing you to walk upon it as if it were solid flat ground. Further, you may even “lock” your personal gravity in place, in case you want to fall down a surface instead of walking down it.

For free, you gain this only while within The Halls, however for the price of 200 **Wonder** Points you can choose to maintain this power in future worlds, just as how Stephanie was able to keep it while in the real world.

A Thicc Witch (50 **Wonder** Points)

Its undeniable the Stephanie and several other characters are rather...blessed in terms of their physical appearance and “balance”...Okay, I'll stop sugar coating it, they be thicc as hell! With this perk you too will be blessed with a bodacious booty and heavenly thighs (and optionally nice tits like Ms. Davis has). This, being a perk, will allow you to possess these sex-bomb proportions even in other forms and bodies if you wish.

Paradiddle (100 **Wonder** Points)

Part of the reason why Stephanie was able to adapt to fighting so easily was due to her experience as a drummer, granting her a good grasp on the rhythm of the world. Just like her, you also have a good sense of rhythm, able to keep a steady and consistent tempo and recognize timings and beats as any professionally trained musician would.

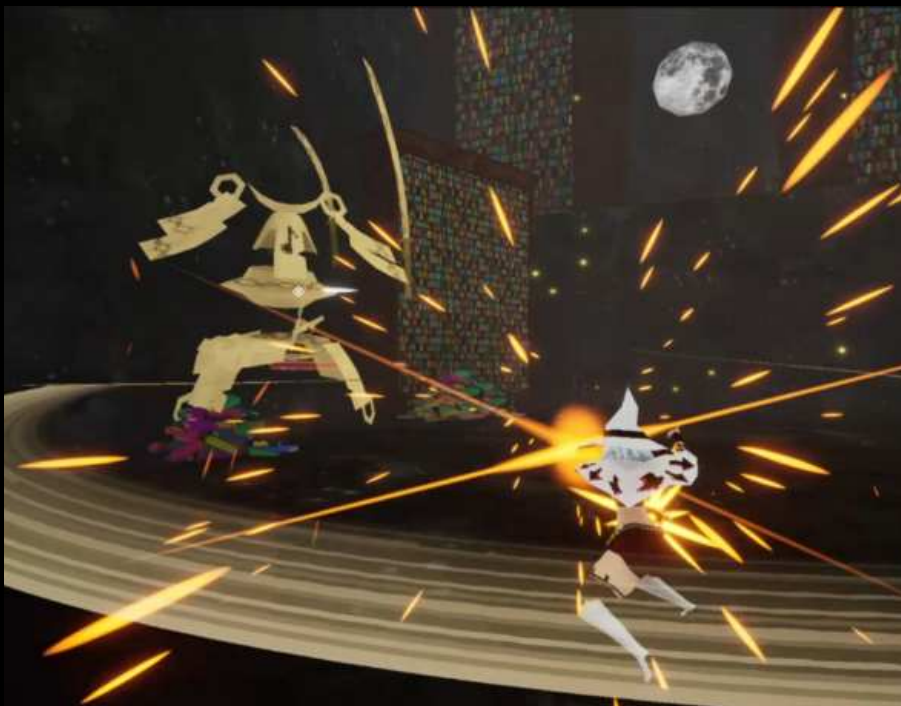
Artist (100 **Wonder** Points each)

Domitille is quite the impressive artist, adept at both painting and sculpting, and Stephanie is also of course a skilled musician. For each purchase of this option, choose a medium of visual or performative art. You now have great skill in that chosen art style, allowing you to make good showings of your chosen art, even with limited means and resources like in The Halls, whether that be painting, drawing, sculpting, or singing. You may take this perk multiple times, each time choosing a different form of art to become skilled in.



Brain Bender (100 Wonder Points)

Much of The Halls is hard to navigate, not just due to the impossible geometry, but also because many of the rooms are locked behind all manner of strange three-dimensional puzzle. Thankfully, you're quite good at such puzzles. Your mind is well suited and adapted to spacial awareness and figuring out how objects interact in three-dimensional spaces.



The Cole Train (200 Wonder Points)

For some, it takes more than just a sense of rhythm to fight against the horrors of The Halls, and others don't necessarily have that sense of rhythm either. Yet still some survive through martial skill, like Coltrane and his greatsword. With this perk, you actually know how to fight, how to properly swing a sword or fire a gun, and how to defend yourself in a scrap against the weird autonomous beings found in this world. Further, with enough focus you can potentially perform the sacred Spinjutsu Technique, where you spin and hit an opponent thrice with a single blow.

Gift Giver (200 Wonder Points)

So many of the people trapped in The Halls have become isolated, insular, and just lonely people in general. They need some help opening up, and what better way to do so than with some presents? When you come across various items and gifts, you get a second sense for who would appreciate such a gift the most, and whether or not such a gift will help them open up some more. You're able to maintain a mental checklist of peoples various likes and dislikes so you always have a good idea of what a person may like.

That's Cheating! (300 Wonder Points)

Based upon both the finale of the game, and the post-game photos, it is greatly implied that Stephanie somehow managed to retain some of her gravity abilities after leaving The Halls. Just like her, you can now accomplish something similar. Should you ever find yourself trapped in some sort of virtual or dream world, and then manage to escape, you will keep a small amount of the power and abilities you gained there. It won't be much at first, like how Steph was able to just slowly wall climb at first, but with some practice you can further develop those acquired abilities, like how Steph was eventually able to use her subjective gravity to cheat at Jenga. This ability to improve your powers gradually also applies to the supernatural perks and powers you get from this jump, such as Metro Gravity (again, see the Jenga example), Area Boss, and Memento Maker.

Area Boss (300 Wonder Points, Requires Old One)

The Old Ones, perhaps due to the loss of much of their higher thought, seem to have a rather unique ability or privilege, allowing them to somewhat alter the shape of The Halls around them. Whether that's The Doctor conjuring saw-blades across the ground, The Mother's flying whale mount and lightning, or The Bully turning into a massive serpent, it is undeniable that these beings have certain powers and privileges above the normal and sane people trapped in The Halls. So long as you are driven by your subconscious thoughts, you too will possess some manner of extra power, form, or environmental manipulation ability like the other Old Ones. These powers do not function while you are still lucid though, but they are no less potent or dangerous for it.

Memento Maker (300 Wonder Points)

It's rather impressive how Sinatra can take broken and abandoned items and make trinkets out of them. Just like him, you're a bit of a handyman yourself. In addition to being good at repairing everyday objects, you know how to bring out some of their metaphysical weight in the process, allowing you to create objects like sneakers that can give the wearer a double jump, an amulet that can create directional gravity fields, or any similar tool to those that can be found in the game.



Items

In addition to your preferred perks, here are some items you can acquire here as well. Items that are lost or destroyed are restored to you at the end of each jump or gauntlet.

Metro Sounds (Free/50 Wonder Points)

Metro Gravity has a really nice soundtrack, as expected from a sorta-rhythm-game. For free, I'll give you a copy of the soundtrack, both on a CD disk, and as a toggle-able background music for your jump! Oh, do you want more? Well, for 50 points you can also gain more songs and tracks in future worlds and jumps, all in the same style as the Metro Gravity soundtrack.

Metro Fashion (Free/50 Wonder Points each)

Everyone here in The Halls seems to have some cool clothes, and its also impressive they never get messed up. For free you shall gain a sweet outfit to wear, like Stephanie's witch clothes or Kori's clown costume. This outfit is special, in that it benefits from your subjective gravity, and as such no matter how often you move, fall, or go upside down, the clothes will stay on you and stay in place (great if you have a big hat or a skirt!). And yes, you can get an outfit like Ms. Davis.

While the first outfit is free, you can also purchase more cool clothes for 50 points per new outfit.

Gravity Amulet (100 Wonder Points)

This crystal amulet has a special power. By aiming it at a flat and smooth surface, it produces a localized gravity well, drawing objects within a small square area directly opposite of the surface as if gravity was pointed towards it. And absolutely useful tool here when you want to head in a certain direction.

Wrench (100 Wonder Points)

Need help screwing in a light bulb? This wrench, when held aloft, will summon forth a spectral telekinetic hand. Can the hand pull or push things, or hold onto stuff? Not quite. Instead, like a wrench, the hand will turn and rotate objects in three dimensional space, allowing you to freely adjust the orientation of most non-affixed objects. Very useful for turning mirrors for laser puzzles or turning cranks.



Needle & Thread (100 Wonder Points)

They say its dang near impossible for indie devs to not put a grappling hook into their games, and sadly Metro Gravity isn't beating the allegations. This surgical needle and suture thread is special, for when spun around it creates a tether of telekinetic energy. This tether can either be used to tie multiple people or objects together, can be used as an electrical cable, or can instead act as grappling hook for yourself. With enough practice you too can swing around The Halls like some manner of man-spider.

Pocket Mirror (100 Wonder Points)

Sometimes the best offense is a good defense. This pocket mirror has a very bright reflection, and when opened at just the right time its flash can defend against attacks and even parry lasers and other projectiles back at their source. The timing window is tight though, so be sure you practice your parrying with this thing.

Tyler Retro 5s (100 Wonder Points)

This seemingly innocuous pair of basketball shoes have a special secret: They can let you double jump! This second jump is kinda floaty though, and when falling afterwards gravity is reduced slightly (enough that you can land safely on your feet even at great heights!).



A Weapon (100/200 Wonder Points)

With all the dangerous monsters roaming The Halls, you're going to need something to defend yourself with. Weapons in The Halls act a bit differently than in real life, being affected by the thoughts and emotions of the one wielding them. Select a simple melee weapon, such as a greatsword, hammer, katana, or even a cross. By swinging your hand in a general direction, and focusing some of your anger into the action, the weapon will swing itself forward to strike on its own, before returning back to your hand. The range on the weapon is pretty good too, being able to reach a foe three yards away. Want some more weapons? Then how about a special deal? For 200 points instead of a normal weapon you'll gain a small keychain. This key chain is special, as it will conjure spectral copies of the weapon-shaped

charms to strike instead, leaving you hands free and able to choose which weapon is best for the job. The keychain comes with charms of three simple melee weapons of your choice, but you can always add more later. And before you ask, ranged weapons and firearms won't shoot, you'll just be beaming people across the head with them.

Retroactive Tape Recorder (200 Wonder Points)

Ever wanted to recall what someone once said to you? This endless tape recorder will record every single conversation you've ever had with another person, no need to press a button or even have it on hand, and it will even record conversations retroactively! When you need to listen to a previous conversation, the recordings will be ordered based on who you were talking with, general order in which you've talked to them, and usually a short title based on what you talked about.

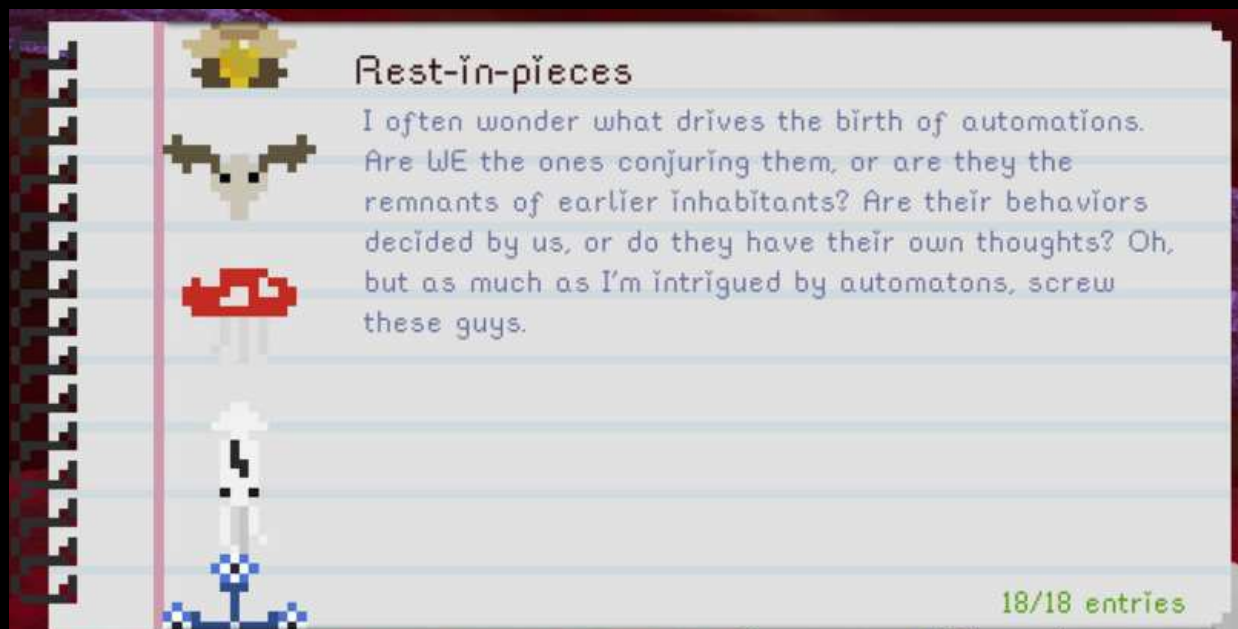
Handbag of Holding (200 Wonder Points)

Need a place to keep all your various trinkets and knickknacks? This clutch-purse is the answer for you! Made in a tasteful pattern, this bag is seemingly bigger on the inside than the outside, able to hold all manner of small object like wrenches, key-chains, camcorders, folders of documents, weight plates, revolvers, shoes, or harps. Plus, no matter how many things you place in the bag, the bag won't get any heavier or lighter. How much stuff can fit inside? I dunno.

Revolvers (200 Wonder Points)

Here, have a pair of guns. What, upset I didn't include ammo? Trust me, this pair of revolvers has a special trick. When activated, these revolvers will float alongside you and shoot at enemies, yet their bullets will not harm or damage foes...on their own. The projectiles they fire are special, for when you time your attacks with the gunfire the bullets will become semi-real, not only damaging your foes but also improving the strength and damage of your own attacks.

Zoology Journal (200 Wonder Points) Even in a place as chaotic as The Halls, some things are consistent, such as the behavior and appearance of certain enemies. This journal is a place where you can record information on the beings and creatures you slay. Further, when you slay enough of a particular type of being, the journal will also expand with some brief insights into the metaphysical nature of such beings, though no more than a few lines of it.



Tuning Fork (200 Wonder Points)

Are you lost, or just looking for something? This tuning fork is special, as it functions akin to a Dowsing Rod, releasing a noise that increases in pitch when pointed in the direction of something you wish to find. By default, this dowsing rod will point you in the directions of elevators, secrets, or trinkets, but in future jumps you'll be able to "tune" it to other types of objects by striking the fork's tines against a similar or related object.

3D Quill (200 Wonder Points)

Coltrane's maps are pretty impressive, able to show off three-dimensional room shapes and change orientation based on which way its held, all despite being ostensibly a parchment map. With this quill. You can copy his talents, for when its put to parchment it will create basic 3D maps of rooms and places you've been, complete with the ability to turn them and orient them in real time.

Jumper's Man Cave (300 Wonder Points)

Most of the people here in The Halls seem to have found or made their own home in this place, from Sinatra's planetary man-cave to Coltrane's submarine. Now you too have your own home as well! This home can be any sort of structure you can think of, but it cannot be larger than Domitille's planet or Sinatra space station. The inside can be larger than the outside though, or even its own special enclosed space, ranging from a small apartment like Kori's hovel to Davis's Fitness Planet. This home can be furnished to your liking, complete with bed, tables, or anything else, and the inside can also have subjective gravity to allow you to place furniture on the ceiling if you wish.

If you possess the Old One drawback, instead of a house you will instead gain your own "Boss Arena" like the other Old Ones, allowing you to own a much larger space accessible by a custom elevator.

After this Gauntlet, you may either attach your home to your warehouse via a special door/elevator, or import it in an appropriate location in future jumps (like on any other properties you own).



A Wonderful Thesis (300 Wonder Points)

While not explicitly stated, its greatly implied that the creation of The Halls and the dangerous program Wonder was due to some scientific trial and research into the metaphysics of "dual-consciousness" and "fundamental decision error" theories, seemingly assisted my St Martin's University, and Reinhardt IC Hospital. A lot of it is gobbledygook that I won't pretend to understand, and much of it is confusing, like why they needed the mind of a comatose kid to act as a processor for the administrative AI. Regardless, if you ever felt like emulating the creation of The Halls, or experimenting with the theory some, then take this folder full of documents. Inside are all the thesis papers and technical writings that led to the creation of The Halls and Wonder. Though I ask that you please be responsible with this information.

Companions

What's an adventure without some friends? Here are some various companion/follower based options if you have some extra **Wonder** Points to spend.

Hall Pass (50 **Wonder** Points each)

Don't want to enter The Halls on your own? For each purchase of this option, you may bring a single Companion with you to The Halls. These companions also must answer the questions of the Game, and they start with 0 **Wonder** Points to spend on perks and items (but not companions). They may take Drawbacks, but may only take drawbacks worth 100 **Wonder** Points or lower, as well as "Where's My Notebook", "Shifting Halls", and "Reactive World".



Girl's Night Out

Meet You Outside (50 **Wonder** Points each)

Has someone here tickled your fancy? Perhaps Steph has managed to befriend you? For each time you purchase this option, you may take any person you've met here (so the humans and Old Ones) with you on your chain as a companion. You must first convince them to go with you though, but that shouldn't be too difficult for the normal people.

Oh! I almost forgot! Should you manage to befriend Stephanie, and should she manage to succeed in escaping The Halls and saving her brother, Wonder, then you may take the both of them together with a single purchase of this option!

The End

Well, you somehow made it to the end of the Gauntlet. If you had died or fully lost your mind, then that's it, pack it up and go back to your chain. If, however, you were able to beat **Wonder's** Game, or survived long enough for Steph or someone to stop **Wonder** once and for all, then you'll get three special rewards!

Wish Granted

As part of entering into **Wonder's** Game, you had to answer some questions, about your greatest regret and what your one true wish regarding it would be. Well congrats! Your wish is granted, as reality has now been altered to undo or fix your greatest regret in a way that is satisfying. This wish cannot allow you to ignite your Jumper's Spark, or alter any decisions you've made using a Jumpchain Document, but otherwise time and causality have now been overwritten to fix this one great regret of yours.

Boss Gauntlet

This gauntlet, made of a dull grey metal and emblazoned with a heart, has been gifted to you. Using it, you may at any time teleport to a recreation of The Halls. While within The Halls time is slowed down, for every year spent in The Halls only an hours passes in the real world. Further, The Halls have within them recreations of The Old Ones to fight against over and over to train and improve your skills. You may use The Gauntlet to teleport either to these bosses or leave The Halls whenever you like. Anyone you hold hands with may enter or leave The Halls with you, and those who enter gain the benefits of subjective gravity while inside the halls, though should they die they too will instead be ejected from The Halls like you would.

Last Train Home (optional)

If you've come to enjoy spending time with the people you've met here, and want to do so for much longer, then here's an extension. You may stay in this setting's version of the real world for an additional 10 years as if it were a Jump. You'll get no new perks or options, but all your drawbacks will be rescinded, and you'll regain your perks, items, and other stuff you would normal have during a traditional Jump. Just think of this as a nice vacation for the time being.



Last Train Home

Notes

A Special thanks to my friends, colleges, and community over on /tg/'s /jc/ thread, as well as /Jumpchain/ Bunker over at 8chan.moe. You guys have been a great support and help in my Jumpmaking.

Thanks also goes to my fellow Jumpmaker, NuBee, who's Pseudoregalia Gauntlet was the inspiration I needed to try making my first Gauntlet.

Anyway, this section is for any notes or clarifications needed based on what's going on with this gauntlet. If you have questions regarding the world and setting, I greatly recommend playing the game itself first. Its a really good game.