

Umineko – When They Cry The Rokkenjima Murders

Welcome to Rokkenjima.

The Golden Witch extends her heartfelt greetings. First, please put yourself at ease.

+0 CP

There is nothing too difficult to think about.

Accept entirely, silently, the events to happen.

You will not have your old abilities, as they are unneeded.

Even if you die, you will be taken to the Golden Land first, and your Chain shall continue as normal afterwards.

That is all that is asked of you.

This is a Gauntlet. Death will not result in the end of your Chain, and you only have access to mundane skills and your Body Mod purchases.

It is the year 1986, in the 5th of October.

Around this time, the Ushiromiya family gathers at the island of Rokkenjima for their annual conference.

The adults plan to discuss how the assets of the patriarch, Kinzo, shall be divided, while the children simply wish to enjoy the company of their family.

Soon enough, a series of grisly murders will begin.

It may simply be a tragedy born of despair,

Or a treacherous ploy brought forth by greed,

Or truly the doing of a powerful witch.

Regardless, the Golden Witch, Beatrice, shall issue her challenge:

Solve the riddle presented in The Witch's Epitaph, and the gold granted to Ushiromiya Kinzo by Beatrice and the position of heir to the Ushiromiya family shall not only become theirs, but the murders shall cease as well.

Escape is not possible. There are no draws.

The terms of your success are as such:

You must either survive long enough to see Beatrice's resurrection, at which point you may die without failing, or thwart the Witch's plans entirely. Regardless, your ordeal in this Gauntlet shall end as the clock strikes midnight and the 6th of October begins, win or lose.

There is the matter of how you've arrived at Rokkenjima.

An ill-timed typhoon has already struck the island, preventing anyone from leaving until it clears up.

You are...

No One

You've washed up on the shores, and the servants have brought you in. You have no new memories, no new obligations, and no particular stakes beyond any attachment human empathy might grant you.

You have an affinity for mysterious events such as those that will come to pass. While you are by no means guaranteed to make any friends using your intellect, you are in the best position to find out the truth about Beatrice.

An Ushiromiya Family Member

You are a member of the Ushiromiya family, another child of either Krauss, Eva, Rudolf, or Rosa. You can be anywhere from 6 years old to 23 years old, depending on your own preferences. Note that innocence and youth will not spare you from Beatrice's murders.

You have an affinity for business, hard work, magic, and the hateful spite which plagues Kinzo to this very day. You likely have a somewhat nonsensical name, due to Kinzo's obsession with the West.

A Servant

You are one of the servants of the Ushiromiya family. You can choose any age between 16 and 40 years old, though this won't give you any experience beyond the minimum needed to do your job or any seniority.

You have an affinity for housework, emotional connections, and cleaning up. You may or may not use a false name ending with "on" (such as Shannon or Runon) while working for the Ushiromiya family.

While you might well be able to survive with what you've already been given, you may acquire qualities and possessions that'd set you above your peers by taking on further challenges during your stay on Rokkenjima.

Or, perhaps, you desire no more than the continued companionship of someone?

There are no Freebies.

Certain purchases are noted as being Discounted depending on who you are.

In such a case, the price of that offer is halved.

Fake Psychic – 100 CP (Discounted to No One)

Some believe that while everyone can feel the supernatural, this sixth sense weakens as you age. Regardless of whether or not it is true, you have a mix of luck, intuition, and primal awareness that allows you to fake such a thing fairly well, letting you to sense things such as storms, crashes, or explosions before they actually happen. People might think you getting freaked out at a destroyed shrine is just meaningless occultism, but it'll pay off once disaster inevitably strikes and you're prepared for it and coast on by happily.

<Good.> – 100 CP (Discounted to No One)

Simply by the existence of this perk, this level of class is possible for Jumper! You are an absolute fountain of style and quotability. Besides making you incredibly cool so long as you keep your cool, this skill at wording and body language makes you incredibly charming, causing people to overlook your faux pas thanks to your overflowing grace and charisma. Try not to go around talking about how you're the greatest detective in the world or how you have duct tape, though. While you'll make it work, normal people don't take well to that type of showboating, even if they like it deep down.

Golden Butterflies – 200 CP (Discounted to No One)

It appears you've begun to suffer from hallucinations. This would normally be cause for great concern, but these fits are actually rather helpful. Exactly 30 minutes before you would die, you will begin to see golden butterflies flitting about. The butterflies disappear immediately if you avert whatever future event would have killed you. No one else can see these, so you might accidentally make yourself look like a lunatic, but it will be exceedingly helpful for surviving the coming events if you have no qualms about running away and leaving others to their fate.

Little Gray Cells – 200 CP (Discounted to No One)

Yours are itching to get started. You are a quick thinker, being able to mull over information in seconds as if you had spent half a minute or so instead. Besides that, you're excellent at leveraging whatever you currently have. It might seem simple in hindsight, but if all you had was a roll of duct tape, you could figure out how to bust a closed room trick with nothing more than that.

The Great Detective Knows Best – 400 CP (Discounted to No One)

An isolated island, locked away from the outside world by a storm... this is it! This is definitely a mystery novel! It's lucky then that you're a right and proper detective, even if you don't have the job history to back that up. You have an eidetic memory, extensive knowledge of medicine and forensic procedures, hearing ability at the very top of human capacity, and the actual wits to leverage all that into the ability to solve mysteries and take apart things like closed room murders and hidden plots as if you were taking a scissor to cloth.

Handwritten Instructions To The Vultures – 100 CP (Discounted to Ushiromiya)

You were born with nothing. You will die with nothing! That is the creed you've learned today. You are adept at minimizing how much others can benefit from your legacy. This might sound like something only a selfish cynic, or an old man with a loose grasp on his own mind, would consider, but there is a certain value to making sure your hated enemies- or parasitic "loved" ones- can't get anything from you. With sufficient work, you could even create some ploy to make sure only those who can pass a test can benefit from what you've left after death. This will often involve trapping your belongings, but that is not a problem to someone with the convictions to even consider this.

Puzzler of Malevolence of Love – 100 CP (Discounted to Ushiromiya)

Your mind never lost its childish emptiness. You have a great memory, being able to memorize entire tomes of occult and dark lore as well as minor details any normal person would overlook and recall them clearly even after years of irrelevance. This also comes with a relatively extensive background in occultism, though one filtered through the lens of a child studying magic while faithfully believing in stories of witches and demons. While it would be a great knowledge base to tap into for writing stories, none of it is real, as any reasonable person would know.

Real men win or lose based on what they've got on the inside!

200 CP (Discounted to Ushiromiya)

That is the motto which has led you to success. Through a mix of great natural charisma, predatory guile, and pure grit, you have become a burgeoning business juggernaut, being able to start up successful ventures with relative ease. Growing those enterprises into a truly respectable legacy will still take work, as all good things in life do, but you have everything you need to become a true giant. You just need to take what is yours.

They say a woman's weapons are in her lower body – 200 CP (Discounted to Ushiromiya)

Regardless of whether or not you even are a woman, this idea applies to you surprisingly well. You are a skilled fighter, being trained in tai-chi-chuan, karate, tae kwon do, and capoeira to a professional level, with basic knowledge of many more martial arts. This comes with a healthy and attractive physique due to the strain needed to get to the point you've reached and excellent body control, allowing you to stop your strikes literally inches away from their targets and hit exactly where you mean to even during a heated battle. Of course, humans can only do so much. If a maniac with a gun came at you, well... you would almost certainly die.

Aniki – 400 CP (Discounted to Ushiromiya)

Ah, forget about youth. You are one of Kinzo's children, being anywhere from 35 to 52 years old. Besides giving you experience with life as an adult member of society, you now have a direct chance at the Ushiromiya inheritance and much more influence in anything concerning the Ushiromiya family. Regardless of your actual age and position, you'll always be treated as an elder worthy of respect, though this effect will be much more pronounced if you actually are deserving of such. As an aside, you are great with children, being able to cheer up or calm down any kid with ease and deal with the less glamorous aspects of being a parent.

Super Servant – 100 CP (Discounted to Servant)

You have your job for a reason. From kitchen work, to cleaning, to properly serving liquor, you're a veritable super servant who can handle just about anything even a large and isolated household could need. This includes dealing with other servants, either as co-workers or as a manager, making sure supplies are acquired on time, and being charming enough that those you work for accept your mistakes with grace.

...They were the words of an old friend. – 100 CP (Discounted to Servant)

Some people just won't listen. Even when they're literally killing themselves, sometimes, the people in your life don't want to be helped. Your heart has been hardened. You can handle telling uncomfortable truths and bad news, both to total strangers and the people that matter to you, and you can intuit how to do so without hurting them in turn. More importantly, you can deal with being ignored. A person you've come to truly like ignoring your advice, both as their friend and as their doctor, might still sadden you, but you'll just live with it.

Thank You For Being Born – 200 CP (Discounted to Servant)

Even though things might be bad, even the smallest beam of light can wash away the darkness in one's heart. You are able to focus on the good things that happen to you, and draw boundless emotional strength from it. While such conditions absolutely would not be happy, you could keep yourself together even after going through several years of abuse and mental trauma by holding onto a single happy promise made between yourself and someone you love. Just... find more anchors than that, okay? If it turned out that person forgot about your promise, what might happen next wouldn't be pretty.

Only the honest feelings you feel now can give you the right answer.

200 CP (Discounted to Servant)

A smiling face is also the duty of a servant. To be greeted and served in such high spirits will grant joy to any guest or master. So, regardless of what you may truly think or feel, you've learned to put on any face you desire or need, be it a smiling one, a sorrowful one, or any other emotion, to the point that the physical tells and signs of your true emotions are completely gone. One might question why a simple servant would have such an ability, but whereas you've turned control of your body inwards, you also know how to manipulate the emotions of others. As an example, convincing a guest or co-worker to work with you as an accomplice in murder would be relatively easy, although their loyalty might fray as the consequences and weight of those actions pile on.

Why Are Closed Room Murders So Beautiful? – 400 CP (Discounted to Servant)

Okay, this is worrying. First, you have no more compunctions about killing others. A part of you will likely still want to not do so, but you won't freeze up right as you're about to stab or anything like that. Second, you know how to kill people well. How to best slit a throat, how to gouge body parts without getting blocked by bones, that type of medical stuff. Finally, from reading far too many mystery novels, you've gotten an affinity for closed room murders. From simple set-ups involving a single room, to delightfully complex sequences where one room's victim has the key to the next room, you have great skill in creating these seemingly impossible crimes. You still need to go through the motions and put the entire thing together, but you have the knowledge and smarts needed to do so at all.

Duct Tape – 100 CP (Discounted to No One)

You... Jumper... have DUCT TAPE!! That is, you've managed to get your hands on a roll of duct tape. This duct tape tapes like any normal bit of duct tape does, and so long as you don't deliberately put it away, will always be on hand when you need it. While it's already seen some use, this roll of duct tape will never quite run out or run short so long as you don't put active effort towards using all of it.

The Witch's Letter – 200 CP (Discounted to No One)

It is said that the witch Beatrice granted Kinzo the gold he used to bring the Ushiromiya family back from the brink of ruin, with the condition that she would eventually reclaim both the gold and everything of the Ushiromiya family. However, there is a special clause. If one can uncover the location of the gold, as described by The Witch's Epitaph in the form of a riddle, Beatrice shall lose all rights to both the gold and the Ushiromiya family's lives. This condition is open to anyone, be they an Ushiromiya heir, or a simple servant. The same condition, from now on, shall apply to you. Any type of meritocratic inheritance shall be open to you, if you should both find the opportunity to apply for it and succeed in the relevant challenges. More over, should you succeed in fulfilling the special clause binding Beatrice, you will be able to claim all of the Ushiromiya gold for yourself, carrying it along with you even should you travel to another world. Finally, The Witch's Epitaph in full, is such:

My beloved hometown, the sweetfish river running through it.
You who seek the Golden Land, follow its path downstream and seek the key.

If you follow the river downstream, you will find a village.
In the village, look for the shore the two will tell you of.
There sleeps the key to the Golden Land.

He who lays hand upon the key shall travel under the rules below.

At the first twilight, you shall lift up as sacrifice the six chosen by the key.
At the second twilight, those who remain shall tear apart the two who are close.
At the third twilight, those remain shall praise my honorable name on high.
At the fourth twilight, gouge the head and kill.
At the fifth twilight, gouge the chest and kill.
At the sixth twilight, gouge the belly and kill.
At the seventh twilight, gouge the knee and kill.
At the eighth twilight, gouge the leg and kill.
At the ninth twilight, the witch shall be revived and none shall be left alive.
At the tenth twilight, the journey shall end and you should reach the village of gold.

The witch shall praise the wise, and should bestow four treasures.
One shall be, all the gold from the Golden Land.
One shall be, the resurrection of the souls of all the dead.
One shall be, even the resurrection of the lost love.
One shall be, to put the witch to sleep for all time.

Sleep peacefully, my most beloved witch, Beatrice.

Modded Speedboat – 400 CP (Discounted to No One)

Somehow, you washed up together with the boat you were on. This is lucky enough already, but the boat itself is actually perfectly functional. While it's been modified to go faster and handle much more stress than any normal boat of its size should, it's still not enough to go from Rokkenjima to another island or the mainland before the weather clears up. Still, Rokkenjima's a big place. I'm sure you could find a use for this.

Sweet Venom – 100 CP (Discounted to Ushiromiya)

It seems Kinzo is not the only one with a taste for spirits. You have your own personal liquor cabinet in Rokkenjima, either from living there or setting it up over time. This cabinet is stocked with fine wines and beverages of all kinds, some of which the average person wouldn't even realize is meant for consumption due to their strong taste and varied colors. This cabinet refills at the end of every night, as the clock strikes twelve. If you are too young to drink, then this cabinet actually belongs to your parents, though you'll have the means to access it regardless of that. They probably won't be happy about it, but childish rebellion's never hurt anyone.

Legacy – 200 CP (Discounted to Ushiromiya)

Just as Kinzo brought the Ushiromiya family to prosperity from the brink of ruin with nothing but his own work, you've created your future with nothing but your skills. Whether it is something simple, such as a restaurant chain, or something more refined, such as a designer label, this enterprise was brought to success by your hands alone. While you can let it be and reap enough profits to live a comfortable middle class life with an entire family, this is too mediocre for one with a past such as that of the Ushiromiya. If you are too young to logically own an entire company, then this legacy belongs to your parents now, though you benefit from it just the same.

Winchester – 400 CP (Discounted to Ushiromiya)

Kinzo isn't the only gun aficionado in the family, now. You've managed to bring a pair of Winchester Model 1894 rifles with you to Rokkenjima. These rifles have been sawn-off and outfitted with large lever loops, making them rather portable compared to the standard version. This also comes with a store of 18 bullets, which replenishes at the end of every night. Don't do anything crazy with this, alright?

Tea – 100 CP (Discounted to Servant)

You've gained a supply of many types of tea, from chamomile, to black, to any other mundane tea you can think of. If you're a Servant, these teas likely belong to your employers, but since it never quite runs out you won't have to worry about whether or not you can make use of them. Oddly enough, you'll always know if this tea was used for brewing, and which specific type it is as well, even if you had nothing to do with its preparation.

Grimoire – 200 CP (Discounted to Servant)

A childish diary, given to you by someone important. A large number of pages in the beginning is covered by poorly done magical seals, occult notations, and generally incorrect magical trivia. Anyone who reads this against your desires will see the obvious nonsense first, and dismiss the possibility of important information being written within. Conveniently, so long as you believe that there are more pages, there will always actually be more pages.

Stakes of Purgatory – 400 CP (Discounted to Servant)

A set of intimidating occult stakes themed after horrible demons, Made in USA. Normally, something like this would be nothing more than an embarrassment or paper weight, but these seven stakes function as daggers unreasonably well. Despite their weight and cumbersome design, they can be thrown with ease and accuracy, and gouge through flesh and bone despite their lacking edges.

Rather than items or abilities, the following are some of the people on Rokkenjima. Even should they be dead by the end of this Gauntlet, you will be able to meet them in the Golden Land, and take them with you as Companions.

Kinzo Ushiromiya – 100 CP or 50 CP

The head of the Ushiromiya family. He has a great obsession with the occult and is heavily influenced by the West.

When he was young, he was chosen to act as a puppet for the elders of the family to control. He joined the army during World War II in hopes of being killed, but eventually met Beatrice Castiglioni, whom he came to love. In truth, the gold he claimed to have been granted to him by a witch was stolen from a number of Italian soldiers. Using that gold as collateral, he revived the Ushiromiya family's fortune, cutting away the strings controlling his life.

Krauss Ushiromiya – 50 CP

Kinzo's first child. Due to being the oldest of the four siblings, Krauss leads family meetings, which often causes tension in the family. He works as a real estate investor, though he hasn't found as much success as he leads his siblings to believe. While arrogant and proud, he is childish in private, and truly loves his wife and child despite them coming from an arranged marriage.

Natsuhi Ushiromiya – 50 CP

The wife of Krauss Ushiromiya. As he pays little attention to the household itself, she manages most matters of the Ushiromiya family. She is proud of what she has achieved, and has a strong sense of responsibility, but the other Ushiromiya siblings don't give her much respect. She often writes her feelings down in diaries, in order to stop herself from expressing them. She wants to have a good relationship with her daughter, but genuinely doesn't know how to connect with her.

Jessica Ushiromiya – 50 CP

The daughter of Krauss and Natsuhi. She has little interest in the family inheritance, and sometimes dislikes her parents, but still shows concern for them. She suffers from asthma often. She has feelings for one of the servants, Kanon, to the point of being willing to die to save his life. She can play the guitar well and cosplays, despite most of her time being spent studying to attain the academic excellence expected of an Ushiromiya heir.

Eva Ushiromiya – 100 CP or 50 CP

Kinzo's second child. An ambitious woman who wants the headship of the Ushiromiya itself more than money or gold. While she seems mean towards others, especially to her younger sister and older brother, she feels great love for her family. She wants the best for her son, George, despite being forceful about his qualifications as new heir to the Ushiromiya family compared to Jessica at times.

Hideyoshi Ushiromiya – 50 CP

The husband of Eva Ushiromiya. He married into the Ushiromiya family, instead of the opposite, as is normally expected. Because he isn't an Ushiromiya, he is one of the few people to carry a cheerful smile into family meetings. He created his own riches by founding a promising restaurant chain.

George Ushiromiya – 50 CP

The son of Eva and Hideyoshi. He's a charismatic young man, with an excellent academic record and the diligence to succeed fairly in life. His vision is subpar, so he needs glasses, and he has a knack for defusing problematic situations. He is mature and knowledgeable, and excellent with kids. He has feelings for one of the servants, Shannon, to the point he considers himself willing to kill his own family to be with her.

Rudolf Ushiromiya – 50 CP

Kinzo's third child. He is a cunning man, with great talent for swindling and other borderline illegal ploys. He has little sympathy for those he tricks, whether they are business partners or women. Even though he is very heartless at times he still loves his son and wife. Fan of guns and western movies.

Kyrie Ushiromiya – 50 CP

The second wife of Rudolf Ushiromiya. She worked with him as a business partner even before the death of his first wife, and both of them have attained great success with shady dealings. She is analytical and pragmatic, and holds great pride in herself. She trusts Rudolf absolutely, and feels love for him some would call obsession.

Battler Ushiromiya – 100 CP or 50 CP

The son of Rudolf and his first wife, Asumu. While a hothead with a questionable habit of flirting with any cute girl he can get his hands on (or just tries to get his hands on, as it were), he is very compassionate and emotional, for better or worse. Even if he doesn't look like the type of person you'd expect to have those qualities, he can be very intelligent in certain situations, and enjoys reading, particularly mystery novels.

Rosa Ushiromiya – 50 CP

Kinzo's fourth child. She has very little say in family meetings due to being the youngest. She owns a failing clothing company, and works long hours in hopes of paying the debt she owes to her absent lover and convincing him to return and be a father to Maria, her daughter. While she loves her, Rosa often suffers from mood swings, resulting in her striking Maria at times. Even though her siblings think low of her, she's smart enough to potentially solve The Witch's Riddle by herself.

Maria Ushiromiya – 100 CP or 50 CP

The daughter of Rosa Ushiromiya. She often acts childish, even for her age, and is full of whimsy. Because of this, her mother abuses her at times, which she rationalizes as her being possessed by the Black Witch. Maria is a fan of the occult, and takes pride in her magical knowledge, particularly where it concerns Beatrice. While she might not think much of it, she acts in a scary manner when speaking of black magic. Since she considers magic a way for people to be happy, she gets very defensive when someone denies it in her presence.

Terumasa Nanjo – 50 CP

Kinzo's attending physician and genuine friend. He used to be a medical practitioner on Niihima, but has decided to spend his last years in tranquility. Near the end of World War 2, Kinzo brought Beatrice to his hospital, and paid him off with a single bar of gold. This eventually led to them bonding over his knowledge of the West and their shared interest in chess. He is calm and kind, being one of the few people to take Kinzo's outbursts with grace.

Genji Ronoue – 100 CP or 50 CP

The head butler who manages the Ushiromiya family's servants. He is a childhood friend of Kinzo, and used to be his rival, but now he is a devoted servant. He is a serious and silent person, but very skillful at carrying out his duties. Krauss and Natsuhi don't trust him, due to his loyalty to Kinzo.

Chiyo Kumasawa – 100 CP or 50 CP

One of the servants working for the Ushiromiya family. She's crafty and quick at doing her job, with skill acquired over a lifetime. However, she loves gossip and making small talk with employers, so she doesn't get much praise. Likes mackerel.

Toshiro Gohda – 50 CP

One of the servants working for the Ushiromiya family, primarily as a chef. He's a new worker, but has built an excellent reputation due to serving a high-class hotel previously. While it might seem that he looks down on those he perceives as less experienced, but is reliable and concerned where it counts. He is very proud of his skills as a cook, and prefers crafting ostentatious and grandiose meals.

Shannon – 50 CP

One of the servants working for the Ushiromiya family. While she's a talented worker, she's prone to making mistakes when nervous. She has a complex, feeling inferior to humans, and considering herself nothing more than furniture. Her and George are a couple, and he wants to marry her despite their difference in status.

Kannon – 50 CP

One of the servants working for the Ushiromiya family. He dutifully performs work silently, but people tend to consider him lowly as a servant due to being sullen. He considers himself furniture in the same way Shannon does, and disapproves of her love for George, despite he himself being in love with Jessica.

The Golden Witch – 100 CP or 50 CP

The one who is causing all of this. Their true identity can not be told to you outright.

Import – 50 CP

You may Import a Companion you already have, or create another one entirely. This is the only way to bring your Companions with you to Rokkenjima. They receive a Background, but no Choice Points. They may take any +100 CP Drawbacks other than "Spite" in order to buy Perks and Items.

...

...There are others to be considered.

Their presence may well throw the fate of those on Rokkenjima to the winds. It is your choice.

Ange Ushiromiya – 100 CP

The daughter of Rudolf and Kyrie Ushiromiya. Normally, she would be unable to attend the family meeting due to being sick, but this choice will change her circumstances. She loves her family very much, but feels lonely easily due to the distance between the Ushiromiya. While she has the inner strength to survive much hardship, her smile would be gone and she'd become a very cynical person after the ordeals are over.

Erika Furudo – 100 CP

A young detective who fell from a pleasure boat near Rokkenjima. She is a very confident young woman, and prideful in her own intellect. However, she has something of an inferiority complex, and has trouble dealing with those who turn the tables on her. While she is polite and shows a deep interest in mysteries, this is mostly a façade to hide the fact that she simply wishes to sneer at those who believe themselves intelligent enough to create such scenarios. She actively denies magic and love, likely due to a past lover's supposed infidelity. While there's no pressing need to note this, her hair is not blue.

The events that will soon happen are bad enough as they are, but you may make your stay on Rokkenjima even worse in order to acquire CP with which to buy the previously offered options.

Early – +0 CP

Instead of your stay starting in the island itself, you'll be with the majority of the Ushiromiya family as they meet, and actually travel to Rokkenjima later. You can take your time greeting them properly, but abandoning your fate and never going to the island (or escaping before the typhoon makes that impossible) in the first place will result in you losing anything acquired in this Gauntlet, together with any future benefits you may have gained as a result of going through it. If you are No One, and logically would not have reason for being allowed to travel to Rokkenjima, Kinzo will request your presence as an honored guest.

Game Piece – +0 CP (Mandatory if “Forgotten Promise” is taken)

While nothing has changed, you feel as if there is a presence watching you at times. Should you take “Umineko – The Rokkenjima Catbox”, the events of this Gauntlet will carry over. Whether this means you will be an inexplicable survivor, an unsung victim, or a piece in a board to be controlled by yourself remains to be seen.

It is no less of a friend than you, and it has stood by my side even longer than you have.

+100 CP

Your greatest friend is a nice bottle and a soon-to-be empty glass. You are addicted to alcohol, either due to a need to calm any sorrows you've brought with you to Rokkenjima or due to a simple desire to have the intoxication gently ruin your mind and body. This addiction is intense, to the point that you might well ignore direct orders given by your physician and continue drinking even if it will literally kill you, though you do not feel the need to get well and truly drunk every time you desire to quench your thirst. Of course, any death that might come from this will take much more time than you'll spend in the island of Rokkenjima.

Jumper, all weak... – +100 CP

Your immune system and bodily constitution are very weak. Catching a cold any time the season changes is a part of life, and painful headaches strike at the most inopportune moments. Considering when you've arrived at Rokkenjima, it is all but certain that you'll be at your worst during the events that will come to pass.

Lumbago – +100 CP

For one reason or another, you suffer from low back pain with worrying frequency. You can expect discomfort to plague every day you'll spend in Rokkenjima, and your pain will flare up every few hours. Nothing that will have you rolling on the floor, but don't expect it to be pleasant.

Faaall, faaall! Fall fall faaall!! – +100 CP

What a disgrace. You are easily scared. Whether it's something innocent like travelling by boat or plane or a mysterious murder, anything too crazy will have you screaming in terror. Thankfully, this doesn't actually impair your ability to function too bad, though your voice will likely start to crack soon enough.

Intellectual Rapist – +100 CP (No One Only)

You are a very unpleasant person to be around. You feel a constant need to prove yourself as being the smartest person in the room, and can't resist putting down anyone who challenges your mighty intellect. Normally, this would mean you'd have very little friends, but that attitude will likely escalate to something very bad if you just happened to find yourself living a real life murder mystery.

Immature – +100 CP (Ushiromiya Only)

Either because you actually are that young, or just forgot to grow up, your mind is much like that of a young child. Your imagination runs wild with daydreams, and you genuinely believe in nonsense like magic. A person could easily abuse your trust by pretending to be the vessel of a powerful Witch, and you have bad habits that anger those around you, such as making strange noises every other word because someone you like thought it was cute when you were a child, despite it being an embarrassing annoyance at your current age.

Nothing But Furniture – +100 CP (Servant Only)

You, for one reason or another, have a very low self-esteem. Actually, that is an understatement. You hold yourself in such ludicrously low regards, that you consider yourself to be nothing more than furniture to be used by your masters. That doesn't mean you lack a survival instinct or a measure of independence, but this attitude will not do you any favors if you wish to deal with the challenge put forth by Beatrice yourself, nor will it make your stay on the island of Rokkenjima pleasant.

Spite – +100 CP

While the children may have a friendly relationship, it can't be denied that there is tension between the elders of the Ushiromiya family. Between financial troubles and potentially criminal actions, the Ushiromiya adults will find it impossible to reconcile their differences and work together to solve the riddle of The Witch's Epitaph. Besides lowering the chances of anyone winning the game against Beatrice, questionable decisions will likely be made regarding safety against whoever is committing the murders that will soon occur.

Theory Herd – +200 CP

In the future, the events which occurred in Rokkenjima will be of great interest to both masses of idle internet users and more refined mystery writers and readers. Many theories will be posited concerning what truly happened on Rokkenjima, especially with the existence of forgeries created by prolific writers or found in message bottles, stories meant to depict one way the events of the Rokkenjima Mass Murders could have gone. Now, you appear to have found yourself in one of these forgeries, as the parameters of how the murders will happen and who will do it have changed wildly. Any knowledge you might have brought to bear in stopping the following tragedy is null. However, have this mercy. All forgeries follow a set of rules, the first of which is thus: The accomplice is different every time. The adults are all in financial trouble. It is easy to bribe them.

Trust between Reader and Writer – +200 CP

Any knowledge of the events of Rokkenjima you may have acquired is now gone, whether it comes from this Jump document, the Umineko series itself, or memories made after visiting this universe previously. The unspoken agreement in mystery is that it can be solved without answers being given directly. There is no need for you to already know how this story ends, or who the true murderer is, so don't worry too much. If taken with "Theory Herd", the exact opposite will happen: you will be granted extensive knowledge of the events of the Rokkenjima Mass Murders and place great weight on this information, despite the fact that it is utterly worthless in your situation, to the point of your knowledge being an actual liability. No one likes a fool who reads ahead.

Forgotten Promise – +200 CP

Once, you were like a knight in shining armor to someone. But whether it was done out of childish selfishness, or a simple mistake, you've broken the trust between you and that person. The person whose heart you've shattered is the true culprit. The one who will strive to end the lives of those on Rokkenjima, driven to abandon reason and become the Legend of the Golden Witch itself. Yet, even if you could remember your sin, it will not give you the knowledge needed to uncover the true murderer. For without love, it cannot be seen. Even if realizing what you've done fails to cause you grief... **this careless betrayal is not without consequences.**

Aggression – +200 CP (Requires “Spite”)

The rift between those of the Ushiromiya family has deepened. The young cousins can feel the enmity between their parents, and will find it difficult to stay in high spirits. Besides lowering the chances that people will stay together, making it even easier for the Witch to pick apart those alive in Rokkenjima, there is a high chance someone will try to defend themselves from someone who is not their enemy, starting a cascade of mistrust and violence.

Black Forgery – +300 CP

Something has taken your challenge, and the lies of the future have returned to collect your life. One of the four cousins, Battler Ushiromiya, George Ushiromiya, Jessica Ushiromiya, and Maria Ushiromiya, no longer are who they used to be. The chosen sacrifice has been replaced by a terrible monster born from cold and callous theories, and it will be impossible to tell who it is until you’ve seen them in action. They have a nearly superhuman ability to kill and create seemingly impossible murder scenes, and have only one desire: to make sure everyone in the island of Rokkenjima dies before the 6th of October. The conditions to your success have changed: now, you must ensure no more than half the people imprisoned in Rokkenjima die before the 6th, regardless of who their murderer is.

Hatred – +300 CP (Requires “Aggression”)

Forget about Beatrice. One of the adult pairs will find the beginning of these murders to be a perfect excuse to begin a power play. The duo will have somehow acquired a pair of rifles with plenty of ammunition, and will begin a rampage through the island soon enough, before trying to escape and leave anyone left to be turned to dust once the 6th of October begins. Is this really something you’d bring upon an innocent family?

Afterwards, Jumper was torn to pieces and eaten by the demons, and went to hell.

+400 CP

The rules of the game have changed. Now, this Gauntlet will only end a few moments after the 6th of October. Dying at all will be considered a failure, and will result in you losing what you’ve acquired here, at which point you will be sent home with everything you’ve attained over the course of the Chain. If you can not stomach the idea of a Witch killing everyone after she revives, know this: Rokkenjima once was a military base, and still holds nine hundred tons of explosive materials beneath it, ready to be used. Simply hiding from the witch will not save you.

The storm passed, and the dark clouds covering the skies went away.

The sun could finally shine upon Rokkenjima, and yesterday's storm seemed like a simple lie.

Finally, the seagulls have returned and their cries signal the end of your ordeal.

Regardless of what occurred, you must choose once again.

Return Home

This... is enough.

Your tale ends on a story about Witches and murders, of love and mystery.

If you took "Afterwards, Jumper was torn to pieces and eaten by the demons, and went to hell." and died, this is the only option you may take.

Stay Here (Dead)

The Witch welcomes you to the Golden Land.

Per the treasures bestowed by the Golden Witch, the souls of all the dead shall be brought back, including you.

You will spend the rest of existence in the beautiful paradise crafted by Beatrice.

No one shall interfere with this, whether they are a stubborn fool or a truly almighty Witch.

Stay Here (Alive)

Against all odds, you survived.

You will be granted all the gold of the Golden Witch, and be certain that your last days shall be pleasant unless you deliberately seek out more mysteries or tragedies.

Should you die, you will become a mighty sorcerer, who may bind legions of demons or even other Witches to your absolute will.

You will spend the rest of existence as a great magician, unmatched even by those who can Voyage between worlds.

Move On

Win or lose, it is time to move on.

Should you have won the game against Beatrice, you may keep what you acquired here.

Should you have lost, you may continue the Chain, but will lose what you acquired here.

...For those who died after taking "Afterwards, Jumper was torn to pieces and eaten by the demons, and went to hell.", there is another option. You may choose "Move On", but your next jump must be "Umineko – The Rokkenjima Catbox". This special clause is akin to the challenge put forth by Beatrice. **Be wary.**

Notes:

To clarify: the Gauntlet ends on the 6th of October, barring Drawback interference. Dying after the twilights, when Beatrice is supposed to have come back to life, still counts as succeeding in the Gauntlet. Solving the riddle will, barring any Drawback interference or your own aggression, result in the murders stopping.

Canon companions are resurrected at the end of the Gauntlet, if the whole talk about the Golden Land isn't clear enough.

The default assumption for the document itself is that either the scenario presented in Legend of the Golden Witch or the truth shown by Bernkastel to Ange in Requiem of the Golden Witch will happen naturally. Depending on your choices, those assumptions could easily be thrown into disarray and cause something entirely new to happen.

For those who just want to know what even is happening.

Spoilers start here.

Spoilers end here.