



By: RadicalRoadkill

Hello! My name is Doctor Glenn Pierce, and I'd like to talk to you about being special; So special, in fact, that we have no idea where you are.

But not to worry, we're working on it!

In case you may have forgotten, you were a volunteer for testing the Pierce Institute's newly developed Somnasculpt technology; A revolutionary new form of dream therapy!

Normally, it would be much easier to track someone in their dreams, but this does not seem to be the case for you. It's as if something is purposely blocking us from tracking you, but that would be absurd.

Regardless of why we cannot find you, we will assist you as much as possible. This is of course, so that you may complete your Somnasculpt therapy without any unfortunate side-effects, such as unintentional multi-dream layering.

What else did you think the waivers were for?

Choice Points? I'm afraid I have nothing of the sort, you'll have to make due with what you have.

Start with **0 CP**

I had almost forgotten to mention, unfortunately there IS a time limit for your therapy. Should you not complete the therapy before **8:00AM**, there is a slight chance of receiving a moderate amount of severe brain damage. (You have a 5 hour time limit to complete the Gauntlet, or you will fail the Gauntlet.)

Drawbacks:

Wading Through Water + 100 CP

Have you ever had a dream where you waded through leg high water? Due to an unfortunate error with the Somnasculpt technology previously unknown to myself, you will be experiencing a similar feeling throughout the length of your therapy. Luckily, this will not affect your experience significantly, just dramatically slowing your movements and reaction time.

Missing Textures + 100 CP

A pattern of purple and black squares? I can't say that we've experienced this issue before, I wonder what may be causing it? Intriguing. While we will try to fix this issue; the Somnasculpt therapy should otherwise function as designed. Once again, I apologise; I do hope you still get something worthwhile from the therapy regardless of the visuals. (Looks like you should have installed Counter Strike Source, eh Jumper? A large portion of 'textures' or the surfaces of objects will be replaced with the purple and black error texture from the Source engine.)

I'm Sorry Jumper, I'm Afraid I Can't Do That. + 100 CP

This is very troubling, I'm afraid our Artificial Intelligence has had a large number of errors pop up, this will limit our help to you by a large margin. While we will assist you where we can through the radios you can find in your dreams, help will be more scarce than we would like. My apologies, I was mistaken. It seems that the Pierce Institute's Artificial Intelligence will still be present. Unfortunately, it will be more of an annoyance rather than being helpful, harassing you throughout the therapy with useless information.

(Lack of) An Iron Stomach + 200 CP

My apologies for not finding this out earlier, but preliminary tests have shown that you may find some of the challenges within the Somnasculpt therapy may cause your stomach some discomfort. Due to the nature of the therapy, you will likely be feeling nauseous from a number of the methods utilized by Somnasculpt. (A large number of the mechanics in Superliminal, such as manipulating the size of objects will make you feel sick.)

Somnasculpt Expansion Pack + 300 CP

Oh! Lucky you! It seems that you have been chosen to test out the latest version of our Somnasculpt therapy. In this new and improved version of our patent-pending dream therapy, the variety of ways to help you on your journey of self-help has increased dramatically. (The variety of optical illusions and puzzles greatly increases, and the amount of 'levels' is increased to around twice as many as before.)

Uncreative + 300 CP

Hmm, it looks like you need this treatment more than I first thought. You think far too linearly, which will make the therapy much harder than it would be for most people. Your imagination seems to be rather dull as well; hopefully our treatment will help you into becoming a more creative person. (Your thinking will become much more linear and you will struggle to think outside the box, your imagination will be similarly affected, becoming somewhat dull.)

A World of Nightmares + 400 CP

That doesn't look very good. Not to worry you, but it seems that you have abnormally potent nightmares. You may be thinking, "Why is this an issue?"; it's quite important, as the line between a dream and a nightmare is very thin. Due to the potency of your nightmares, they are now leaking into your Somnasculpt session, so I would be very careful while progressing. While I'm not entirely sure of what will happen in your dream, I will only contact you through any radios you can find. Do not trust my words unless they come directly from over the radio, and the same can be said for the Somnasculpt Artificial Intelligence. (While before, you had very little to worry about throughout your time in

'Superliminal', now you must worry about potential terrors from your own mind.)

Speedrunner + 400 CP

Oh dear. This is not good, this is not good at all. It seems that there has been a major malfunction with the Somnasculpt technology, a particularly dangerous one. We will attempt to assist you, but there is not much we are able to do. Your time table has gone down to one hour to finish the Somnasculpt program, or you will be risking potential brain damage. (You have one hour to complete the Gauntlet or you will fail.)

The Mind, Broken + 600 CP

Oh. Oh no. This is not how it was supposed to happen; this was not supposed to happen at all! I am truly sorry, but it seems that the treatment has affected you in a way we could have never seen coming, it shouldn't even be possible in fact! Your mind has been greatly injured, and very nearly shattered. I will assist you as much as I can, which fortunately for you, is much more than you were previously led to believe. I will instruct you on how to repair your damaged psyche. I will not lie to you, this will be very difficult indeed; but if you manage to solve these 'puzzles' your broken mind produces, we can save you. (Your psyche is severely damaged from the Somnasculpt technology interacting with your otherworldly nature. If you do not fix your psyche by **8:00AM** with the help of Dr. Pierce, not only will it be a failed Gauntlet, but also result in a shattered psyche. The puzzles will be in a similar vein to the 'Superliminal' levels, but will be based on your previous experiences, such as locations familiar to you appearing.)

Perks:

A Grounded Mind - 100 CP

You are quite the grounded individual, aren't you? There is no question of your mental stability, it is an absolute. You are immune to all forms of mental illness and trauma, without making you emotionally numb. You will still feel your emotions the same way as before (unless it was unhealthy), but now you will now deal with them extremely well. (Nullified by 'The Mind, Broken' until the Gauntlet is over, should it be taken.)

Oneself - 100 CP

With all of the mind boggling illusions and puzzles within this world, and any possible future Jumps, take care not to lose who you are. This perk prevents your beliefs and personality being artificially changed by others, so you can be sure that you will never lose yourself. You also have an increased chance of positive changes for yourself whenever you wish to do so, such as trying to quit an addiction, or trying to become a better person. 'Oneself' still allows you to continue to grow and change as a person, such as gaining new beliefs through your personal experiences, it just prevents malicious actors from changing who you are.

Hello! My Name is Doctor Jumper. - 200 CP

Similarly to Doctor Glenn Pierce, you can now communicate through dreams, and unlike the good Doctor you do not require a Somnasculpt machine to do so. You are now able to clearly talk to people through dreams, regardless of physical distance. This communication cannot be blocked or intercepted by anyone or anything you wouldn't like. As a side effect of this ability, you can now go to sleep and wake up within a few seconds.

Thinking Differently - 200 CP

Sometimes, all you need to solve a problem is a change of perspective. This is the perk that can help you with this endeavor, granting you much more flexible problem solving skills. Rather than just thinking linearly, you can now think outside the box, coming up with alternative ideas that could feasibly solve your problem. This also serves as a boost to your imagination and your creativity, as what's the point of thinking differently, if you can't think of something to use that change of perspective.

Waterfall Serenity Zone - 300 CP

The Waterfall Serenity Zone is a place mentioned in the game, one of relaxation and calming, but unfortunately it was not seen. Fortunately, you now have an interpretation of the Waterfall Serenity Zone within your own mind. This mental room serves as a place to give you comfort and inner peace when you need it most. No one except those you allow can reach you when in this room (this excludes you being mind

controlled), and is guaranteed to bring you a sense of relaxation and internal peace, not because of mind control or anything similar, but because the room is just that good of a place to rest and collect your thoughts.

Master of Puzzles - 300 CP

While solving puzzles is a fun pastime and useful skill to have, and making your own puzzles and illusions are similarly enjoyable, so why not create your own? This perk gives you the ability to think of a large variety of puzzles and illusions with a similarly large number of mechanics to them. While not particularly useful in this Gauntlet (unless you picked some of the unsavory drawbacks), this is great for creating traps to guard your things from your enemies or tricking them with illusions.

Wake. Up. - 400 CP

Oftentimes there is a nightmare you can't wake up from, no matter how hard you try, whether it's actually a nightmare or a mental spell of sorts, this is the perk for you. 'Wake. Up.' grants you the ability to shake off not only nightmares, but also any and all forms of mental and soul based interference, regardless of the source. 'Wake. Up.' can be selectively toggled by you (not under any form of duress) should you wish to mind-meld or something similar, but will automatically turn back on if something you come into contact would result in your death or permanent injury.

Quick Thinker - 400 CP

If you want to get through this Gauntlet with time to spare, you're going to need to be a quick thinker, fortunately I have something for that. If you weren't already, you are now an exceptionally quick thinker, with your speed of thought being around 5 times faster when thinking than the average person. Alongside this, you are also given a moderate boost to your general intelligence (around 20 IQ points, as a point of reference), though you are not given any knowledge. A smart aleck like you will make short work of the Gauntlet for sure! Unless you only look smart?

A Change in Perspective - 600 CP

I take it you are familiar with the way reality works within a Somnasculpt dream? With this ability, you are now actually able to bend reality the same way you do in your dreams, such as through the use of direct perspective changes or through illusions. This will work with all forms of perspective changes and illusions, and will become stronger the more esoteric it is. This ability can never be taken away from you, only limited to a similar power scale of 'Superliminal', such as a chess piece becoming the size of a reasonably sized room. Perhaps your enemies need a change of perspective? Help them along.

Items:

Orange You Glad? - 100 CP

You are given an orange and white chess set that is deceptively normal. While it appears to look like a normal chess set, it is anything but. Each of the pieces has a durability similar to a modern tank's, and each of the pieces will teleport back to the board, should they stray too far from it.

Dreamy Soda - 200 CP

This vending machine has all of the options available in 'Superliminal', such as the Mini Soda, Water Soda, Baking Soda, and other memorable flavors. This vending machine will adjust itself to various currencies that are of similar build to the US dollar, such as coins or bills. It will also restock and repair itself automatically, without input from humans. While the soda itself can be replicated by mundane methods, the supernatural features cannot be replicated, through any means.

What if I Don't Want to Wake Up? - 300 CP

As you might know, a significant portion of a person's life goes by when they are sleeping, so why not sleep in comfort? This bed is certifiably the most comfortable bed possible in a non-magical world, in other words, the most comfortable bed possible without magic. This bed is also fiat protected to not only repair itself from any damage given to it within a day, but also cleans itself and its sheets.

Take Home Therapy - 400 CP

You have been given a copy of the magnificent Somnasculpt technology that makes this Jump possible, a machine capable of generating a form of therapy through your dreams. This Somnasculpt machine is capable of producing the same levels as you experienced here (and in the game) and is capable of creating additional 'levels' through the usage of the user's memories. This machine is also flat backed to repair itself within a day or so of receiving any amount of damage, and will appear fully repaired at a safe location of yours, should the machine be completely destroyed. You can import your own 'levels' created from 'The Workshop' into the Somnasculpt machine. The way to use the machine is to simply place one of the sets of earbuds (packaged with the machine) in your ears and fall asleep.

The Workshop - 600 CP

This room is not your ordinary workshop, but rather a workshop of dreams. You can manufacture 'levels' similar to the ones found within 'Superliminal' and add them to your Warehouse as additional rooms, and/or you can export them to the Somnasculpt machine. This room can directly interface with the Somnasculpt machine to either, as previously said, export the 'levels' or to update the machine's software. This begins as a single room addition to your warehouse, each of the additional rooms created via 'The Workshop' will count as separate rooms, rather than a part of 'The Workshop' room. If you'd like, you can also import rooms that are on the Steam Workshop, at the time you left your world (This will update to include additions to the Steam Workshop, should you return). The rooms are created by 'The Workshop' through power usage, so the more power you have, the more capable it will be. These rooms will be permanent once created, unless you wish to remove them (no refunds in electricity).

Optional Scenario:

The Eternal Dream

Many years ago, I had a dream. I found myself in a place where I understood that each of us begins as nothing. Where everything I perceived was shaped by seeing it exactly the way I wanted to.

Whitespace.

But in Whitespace, I also faced the greatest challenge I could imagine: Because with a lifetime of life itself behind me - and all of the weight that it carried. I realized that seeing things the way I wanted to was not as easy as it used to be.

You're well beyond dreaming now, and further out than anyone has ever come back from, but we hope that you won't be discouraged.

After all: If this is a place of pure perspective, isn't it also a place where a different point of view could make anything possible?

Isn't that why you came here?

(You must navigate the Whitespace, where the laws of reality do not matter, exploring the vast unknown and once after you have made significant headway into the Whitespace, you will eventually find your way out of the dream. Doing this would make Doctor Pierce eternally grateful, by helping him to advance his life's work significantly. He will gladly join you on your adventures in return for your help in exploring the Whitespace.)

Reward: The renowned Doctor Glenn Pierce as a companion.

Author's Notes:

Hello once more everyone! I hope you've enjoyed my Gauntlet! As always, I appreciate constructive criticism on what I can do to improve my work in the future.

On the subject of 'Superliminal', I love the game and recommend it, despite it's smaller playtime and somewhat lackluster story (which led to me winging it in some areas), it still manages to be a great puzzle game. To me, the game mechanics make it very enjoyable and worth the purchase, I have beaten the game a number of times in fact. The fact that they have made a Steam Workshop for it definitely helps, even if it's lacking in variety.