

Mycopsychosys

A Gauntlet by SpiritualStill
Version 1.0



Hola, Jumper, and welcome to Spain. Well, some version of it, at any rate. Set in what is probably a highly anachronistic version of the 90s in some unnamed city, you find yourself caught in your home during some anomalous spore storm. Should any of the spores get in your system, you will be infected and transform into some fungal zombie, before "blooming" and perishing. Locked inside, you'll have to survive the night, deciding who to let inside your home and who not to. Think you can take it on?

The stakes of this Jump, though existentially high, can pretty easily be survived by any Jumper of considerable power. Therefore, this has been turned into a Gauntlet, and **you are locked out of anything not part of your Body Mod**. Good luck.

You start out with **+0 Plague Points (PP)**

Setting the Stage

Origin

For the duration of this Jump, you are a nondescript city-dweller somewhere in Spain, with a rather nice house. You start out on the couch, watching television, when the storm appears.

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

Complications

No Metaknowledge [+0; Mandatory/+200 PP]

This is a decently popular game, so there's a chance you might have either played it or seen a video of it. More power to you, but this trivializes any sort of challenge. As a result, you have no foreknowledge of who will appear, what their deal is, or what will occur.

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

Claustrophobia [+100 PP]

The fear of enclosed spaces. While your house is usually a safe space, the fact that leaving it means certain death is causing you to feel like the walls are closing in on you. It's going to be a very unpleasant night, I can assure you.

How Long Has It Been Since I Took a Shower? [+100 PP]

You smell, Jumper. You smell quite bad! It's going to be noticeable to your companions, and it will be noticeable to you. You can try to get clean, but I don't know how vulnerable you actually want to be.

Blushing Mess [+100 PP]

Isn't this a little embarrassing? You are prone to blushing whenever anyone does anything remotely close to a compliment. As a result, you can tend to be caught off guard by certain folks.

Sensationalism is Getting Out of Hand [+200 PP]

There's no way that can be true, right? You find yourself having a high dose of skepticism, and if someone lies or hides something from you, it becomes difficult to trust them, and it takes a lot of trust to do so.

Hey! Jumper? Can You Talk? [+200 PP]

Aren't you just the most infuriatingly reliable person? People from around the city call you, asking you what exactly to do. You don't need to ensure they all live, but at least two-thirds must be alive by the end.

Burglary Increase [+300 PP]

If the damned spores weren't going to be an issue, now you have incredibly stupid people trying to make a quick buck. There is now a possibility of burglars attempting to try and break in and steal your stuff. You will have to deter them in some way.

Clever Hosts [+300 PP]

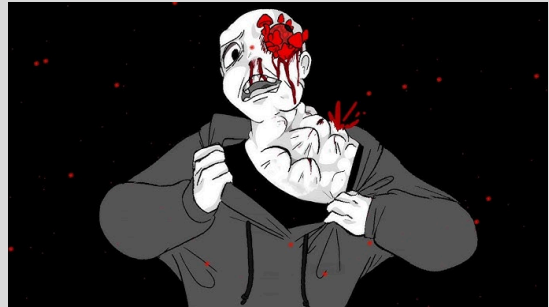
As per Ray's clearly infected nature, the infected aren't exactly the smartest cookies. Now it seems they are very smart. They are of a relative level of intellect as Silvia, following her infection. However, there will always be tells, and unless you are caught in a trick, they won't immediately break in.

Challenges

*Due to the nature of the original game, you may take all of the ending challenges. Upon completing an ending, even if you die or are trapped, you can simply start at the beginning once more and attempt the ending. **You can choose all the endings you want, but if you fail to complete one, you will have failed the Gauntlet and forfeited everything.***

Ending 1 - Blooming [+100 PP]

The easiest challenge of them all, really. Your “challenge” here is to fail in some way. What’s that mean? Simple, you do something in the incorrect fashion, leading to an early grave. Maybe you made the wrong choices with your neighbor Onna, or with the two guests, Hugo and Noah. Maybe you let Ray inside, or told Silvia the wrong choices. Whatever it is, you’ll have to go **high** and bloom.



Reward - Death Notice (Perk): Considering you are going into things blind, and you’ve got an unusually high number of visitors here, you can be forgiven for getting things wrong the first go around. Now, when you do something that can have a very direct impact on your life, you receive a mild forewarning about it. It won’t literally predict the future for you, but you do get gut feelings or senses of worry.

Ending 2 - Early Grave [+100 PP]

Congratulations! You’ve made it to the end of the night, and the spore storm has ended! You can hear the sirens, so are things safe yet? Well, no, of course not, you twit. It’s been a few minutes, and things need to subside. Unfortunately for you, you have failed, and by walking out into the city, you are going to bloom now.



Reward - Wait and Hope (Perk): Patience. It’s the name of the game, sort of anyway. You died because you couldn’t wait, which is unfortunate. You are now an extremely patient person, able to wait indefinitely without doing anything. You won’t suffer from ennui for this either.

Ending 3 - Hang Out With Onna [+100 PP]

Congratulations! You've survived the storm and are smart enough to stay inside for a time. You were also nice enough to fully support Onna through the night and ensure that the authorities were called to rescue her. Now, two weeks later, you have become quite close to your neighbor.



Reward - Rescue Romance (Perk): Though you and Onna were somewhat close beforehand, that rather dangerous night brought the two of you closer than ever before. Now, you find yourself becoming very close to people whenever you are helping. This is romantic by default, but if you just want to become friends, then that's fine as well.

Ending 4 - Hang Out With Hugo [+100 PP]

Another loop, another time the storm is saved. This time around, it seems that you focused on befriending Hugo. Onna's alive, to be sure, but perhaps you forgot to call the authorities? At the very least, you get to share a drink with your buddy.



Reward - A Cold One (Item): Is this beer, perhaps? Well, there is a kid around, so it can be something else. Whatever this drink is, sharing it with someone causes you and them to become close to one another quite quickly.

Ending 5 - Hugo & Noah [+100 PP]

Congratulations on your fifth time around this place. This time, in addition to becoming close with Hugo, the government agent, you also befriend Noah, the intruding kid you found on your roof. You can't drink beer with a kid, so how about some Coke?



Reward - Despite Everything, I'm Still Here! (Perk): Noah's parents might be shit, but that doesn't mean that he has a shit future ahead of him. You are extremely good at encouraging people and rousing them to improve themselves. So long as you continue believing in someone, they'll always at least try to make a genuine effort to better themselves.

Final Ending - Everyone's Here [+100 PP]

Your final challenge for the night, *accessible only after the previous five endings have been achieved*. You successfully call the authorities for Onna and befriend Hugo and Noah. When you get everyone to have a nice time together, Noah tries to go to the shelter, but you convince him to stay - not like his dad is worth anything, and he doesn't need to be at a shelter. Things are looking up.



First Reward - Golden Ending (Perk): After quite a lot of loops, you find yourself at the best possible ending, arguably one that isn't necessarily even in the baseline. It is now possible for you, in all of your adventures, to achieve the best possible ending. Naturally, it is likely to be the most difficult path to go through, but so long as you want it, you can do it.

Second Reward (Optional) - The Trio (Companion): Throughout this rewinding night, you find yourself getting to know three specific people. Onna, your neighbor whom you met a month ago; Hugo, a government agent who broke in via your basement; and Noah, a 16-year-old kid with a bad home life who tried to rob you. Whatever the case is, the four of you are close-knit, so why not take them along with you?

Survival Purchases

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

Perk Selection

Basic Knowledge [Free]

Though this new storm has new issues, this doesn't change that there were just two others this year. This provides no insight into what your best options will be, but at the very least, you'll have a basic understanding of what to do.

Anachronistic Time [Free]

The setting of this city is a strange one. Personal Computers are a new and expensive thing, and landlines are the only phones present. However, phrases like "copium" exist, and there are analog horror-style setups, which are entirely modern. You are able to influence the world in subtle ways, so while the majority of things are setting-appropriate, there are some small things like dialogue or food that are clearly from other times.

Skip the Night [100 PP]

For a game where things are at least six hours, things sure go by pretty fast. At will, you are able to skip the time up until any event that warrants your specific attention.

Robust Frame [200 PP]

A single spore is enough to infect a victim, and being in contact with an infected person for more than thirty seconds is a hazard. This won't make you immune to it, but now you are able to last for a much longer time, and you need to take in a lot of spores to be infected, and you can last for minutes in contact with others before you get into danger. Post-Jump, this becomes an extreme resistance to any and all sorts of infections or diseases.

But You Trusted Me [400 PP]

You are a good neighbor, probably in any case. When you do good deeds for other people who aren't already hostile to you, they grow to quickly trust you, and are willing to help you as much as they can.

Everything is Fine [600 PP]

In the bad ends, it's pretty clear that we are entirely at Sylvia's mercy, and she can break the door down whenever she wants. However, she does not do so, even when she has plainly dropped her disguise. So long as you don't give yourself away or otherwise prove yourself hostile, people won't try to attack you, even if they are hostile to you. Post-Gauntlet, this applies to all opponents.

The Voice Through the Static [1200 PP]

How queer. Their voice says no, but their face says yes. Might someone have reloaded the world without our noticing, just to see what could happen? Have they looped multiple times, and if they did, what exactly are they hiding? In a very weird twist, *Mycopsychosys* has the infection acknowledge the Player as something distinct from the Player Avatar that you use. Much like in the game, “you” are technically not present in the world, but instead you have an avatar in the Jump. This in and of itself is quite strong as, barring a few freak occurrences, it’s impossible for you to Chain-fail, and any instances of doing so will simply have your Avatar fail the Jump, and you lose whatever you purchased from it.

There is another power attached to this, however: loading and saving. You now have six save files available to you, which you can set up at any time. At will, you may reload to that save, with your memories intact. This does have two weaknesses, however. The first is that death will, for the rest of the Jump, “break” the save, causing you to have to use another one. The second is that you cannot reload until you are out of danger. So, no, just using it to get out of trouble. This can be used if you are unaware of yourself being in immediate danger, however.

Item Selection

Landline [50 PP]

A remarkably reliable phone, all things considered. You are able to call up anyone whom you are aware of, regardless of any sort of communication jamming. Post-Gauntlet, this requires neither the other person to have a phone nor do they even need to be in the same universe.

FP3 Mask [100 PP]

This is the only mask that is rated to be able to protect against the spores of the infection, with anything else being less than useless. So long as you wear this, you will be protected from any of the spores. Post-Gauntlet, this ensures you are safe from any and all diseases and infections so long as it's worn.

Personal Computer [200 PP]

Only a geek like you would shell out a fortune for this. But at the very least, this is going to save your life. You can now bring this PC along your chain, and in every world, you'll get an accessible "online" manual that gives you data on how to succeed. This isn't going to ensure you always succeed, but it does mean you'll never screw up in a non-personal way.

Reinforced Apartment [400 PP]

You've got a really good house here! It's got an attic, main floor, and basement. They're all clean and sterile and cannot be directly broken through regardless of intent. It's got plenty of amenities, a safe water system, and plenty of your favorite types of food.

For narrative purposes, Hugo is still able to get inside your home. Perhaps you just set up your lock wrong?

Companion Selection

Multiplayer Mode [100/200/400 PP]

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

Cute Pet [Free]

You now have a pet that is small, cute, and not especially able to fight. Maybe it's a pet frog named Harold, or a hamster, or a rabbit, or something similar.

Final Choice

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

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

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

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

Notes

Credit to [CrankyTemplar](#), which I used for screenshooting each ending image.

For the sake of clarification, the **Personal Computer** and **Landline**, as they exist in the game, are still present. Purchasing the items means you get to bring them with you post-Jump.

Canon Challenges: In the actual game, Ending 5 & the Final Ending are swapped. This is largely because Noah was a character introduced in *Mycopsychosys: Remastered*, and not in the original game - therefore, he is only present in the sixth ending, despite Ending 5 being better. Furthermore, Ending 5 was changed so that Noah sticks around, mostly because the main reason he isn't present in Ending 5 is that, as previously established, he wasn't there when the ending was originally made.