TOSHIBA EMI
GARAGE
bad dream adventure
[Gauntlet]
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KINOTROPE

There once was a young woman named 'Lou', she lived a rather troubled and abusive life. To the point where she regarded herself as a 'garbage can' because of how she was treated poorly by both her family and peers.

She was then met by a young man named "Yang", he treated Lou with kindness, something that she hadn't been shown by anyone for most of her life, that it confused her.

Compared to anyone else at the time, Yang was the only one not to as she put it, 'throw garbage into her'. As their relationship formed, and lives became more intertwined. Lou became more confused at his kind nature toward her, when all she knew was the pain and hurt, it was so foreign of concept that she became emotional conflicted on how she wished for him to act.

However, Yang would soon fall in line with the status quo of how Lou was treated. Starting from one fateful day when he was pushed into a river and almost drowned. Saved but losing something important to him.

Once it began, it was almost like they were killing each other emotional. Tearing each other apart by sadness and desire.

Until one day, Lou would soon meet her end.

Leaving Yang to slowly spiral as he blames himself for the death of Lou. The trauma and the guilt pinned onto himself slowly left him a husk of his former self.

But Yang catches word of an experimental procedure that would allow him to deal with his grief and regrets, without the aid of anyone but himself.

"Garage", a psychological-therapeutic machine that creates a world entirely based on the recipient's psyche. Allowing them to work through their complex emotions in a journey created from themselves, and for themselves.

Once activated, the "*Yang*" (Id) that manifested into the Garage-created world was one that terrorized its residents and committed great atrocities.

Until one day, his Ego-level became so excessive that it split off from him and created an Alter-Ego of himself. This phenomenon had also inadvertently birthed a new personality named "*Shen*" (Superego) within him. Who saved the Alter-Ego "*Yan*" (Ego), from when Yang pushed him into the sewage below that the world stands over.

You wake up in as one of the Biomechanical Robot residents of this derelict world formed from the original Yang's mind.

To get out of the Garage created world, you must find your "*Core Memory*", find and give it to your "*Shadow*", and finally meet it at the "*Imprinting Stone Cave*".

You are given 0MSP (Milky Stamp Points)

Origin

"Where id was, there ego shall be."

[EGO]: That which acts according to the world around them. The curious copy of the World created by Garage. "*Yan*", the Alter-Ego clone born from the Id of Yang. Embodying not only his "*Ego*" but also acts as his avatar through his mental world as he processes, and deals with its meanings, ideas, and the memories scattered throughout. Choosing this aligns you more to your "*Ego*".

[SUPEREGO]: That which acts according to general rules of morality and culture. The conscience choice of the World created by Garage. "*Shen*", the Spilt Personality by-product born after the birth of Yang's Ego from his Id. Embodying not only his "*Superego*" but also the conscious effort of his psyche trying to stop the actions of his Id. Choosing this aligns you more to your "*Superego*".

[ID]: That which acts according to unconscious wants, needs, impulses, and desires. The cruel calamity of the World created by Garage. "*Yang*", the Original Sinner who both the Ego & Superego manifested from. Embodying not only his "*Id*" but also the perverse and corrupt past and view the original Yang had and still has on the world and about himself. Choosing this aligns you more to your "*Id*".

Drawbacks

"Rather than living our lives, we are 'lived' by unknown and uncontrollable forces."

Psychological Beings (Free/Mandatory): Like Yang's Garage-created world, you follow in line with the physiological theme like the other denizens. Waking up for example as an oddly put together biomechanical creature with a strangely fetus or mushroom shaped head, and rail wheels for feet.

Ugly Little Thing (+100MSP): While most of the mental beings living in Yang's mental world look weird with their off-looking heads and shoddy built mechanical bodies. You are unfortunately to be one of the ugly-looking ones, not say the rest aren't but at least they looked a little cute.

Bare Minimum (+100MSP): When "Yan" first manifested from "*Yang*" and woke up in his old house. He didn't have any of his original counterpart's upgrades or an excessive Ego-level. You specifically won't have any natural-born upgrades upon appearing in the psyche scape. You'll have to work for them like "*Yan*".

Unorganized Mindscape (+200MSP): Yang's Garage world was based-on '*Kowloon, Hong Kong*'. The overall appearance and inner and outer railroad track reflect the scatter and clutter of his mind. Now it is much more haphazardly akin to his mind prior to being placed in Garage. The map will be more confusing.

Forgotten Foot Notes (+200MSP): "*Shen*" had left some notes for "Yan" to understand the world around him and what he must start doing. You have no such help in where to begin, or more specifically, you don't have any metaknowledge like given above.

Preconceived Negative Notion (+400MSP): The original Yang already had a deteriorating view on the world before being put on Garage. The world created from his Psyche is clearly reflected of that. Such is also reflected in his psychological variants in "*Yang*", "*Shen*" and "*Yan*". The denizen of this world already held "Yan" to some preconceived notion due to the actions of "*Yang*". You are now viewed by some preconceived notions by other-based on the other Origins. This is applied more with the **[Your Id, Superego & Ego]** drawback.

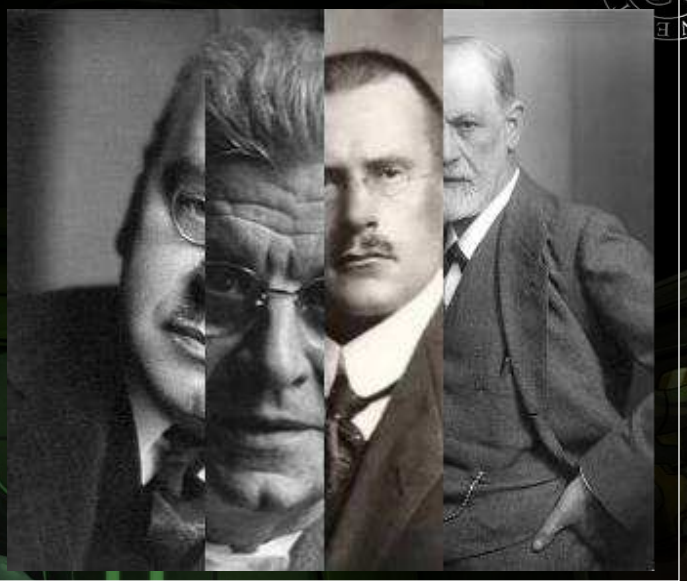
Self-Perceived Lesser (+400MSP): Due to her upbringing, Lou saw herself akin to a 'Garbage Can', while Yang already seems to have some preconceptions on women. But now in this psyche world, you are given the attributes of a group considered lesser in the eyes of this mental world. While you'll not have any of the social norms ingrained into you, get ready to be treated with them by the other denizens.

Conscious Shadow (+600MSP): The unconscious part of you, a sort of alter-ego and other half to you, a truer part of you like the Id, Ego & Superego. Denizens of the Garage world each have a Shadow, including you. But this drawback switches things up, instead of being the Id, Ego or Superego; you are now your manifested Shadow. Other than potentially having some anatomy issues, this drawback will spawn you in the start of "Yang's" (Id) targeting of female beings and later shadows. Try to stay away and out of sight of him until "Yan" & "Shen" manifest and appear.

Your Id, Ego & Superego (+600MSP): Yang and his mental version of Lou's avatar had each manifest alter-ego copies due to their excessive levels of Ego. While you may not have Ego-level comparable to them. You will manifest all three your Id, Ego & Superego at some point during your stay. It will be like Yang's situation. Depending on the Origin selected. The opposing Origin will manifest first, taking on a more heighten level of character to the part of you they represent, before the other Origin you didn't select manifests. And finally, you who will then represent the remaining, shall appear in the world. How they will overall operate, depends on both you and the head Origin who were first.

You're in the Garage (+800MSP): Instead of Yang being in the Garage psycho-therapy machine, it shall now be you. Basically, replace the entire adventure themed around Yang, and make it about you. At the very least you will get a free therapy session that does have a potential rate of completely helping you out with whatever psychological issues or self-identity ones you may be going through. **[Your Id, Ego & Superego]** is required for you to take this drawback.

Further Psychoanalysis (+800MSP): Tomomi Sakuba, the creator of the game, took much inspiration from psychoanalytic models of Sigmund Freud and Carl Jung. However, what if Garage was more 'sophisticated' in its model usage. While it could have easily just been how Yang's mind formatted himself. This drawback causes for more models to be used, such as 'Individual Psychology', 'Lacanianism', and the 'Topographic Model'.



Lou End (+1000MSP): We don't know much about Lou or Yang, other than they didn't have the best lives. Lou especially. While you may not possess any of the physical qualities Lou and her Garage copies possess. You do now have the psychological view she had about herself. This will cause a significant level of difficulty and danger about the Garage world and any psychological copies of yourself. Embodying and becoming even more exaggerated caricatures.

Lost M(ed)i(a)nd (+1000MSP): Because of initial production issues, physical copies of G:BDA became very limited. And with strict piracy laws, high price reselling, two reprints, and translation difficulties. The game would slowly over the years nearly become 'Lost Media'. And now you will have a similar issue, on borrowed time will your mind/parts of yourself and even the Garage world will slowly cease to exist. If you are unable to finish the gauntlet in time, it will end your chain/gauntlet run.

Perks

"One does not become enlightened by imagining figures of light, but by making the darkness conscious."

[General]

Fuel-Efficient (-100MSP): Milky Fuel, a liquid substance similar in appearance to milk. Produced by the Female Bio-Machines, it is what powers the denizen's mobility, their ability to move. You seem to take more use from milky fuel compared to others, allowing you to efficiently power yourself with less as well as burn less. This perk can also apply to other drinkable liquids outside this gauntlet, allowing for much more nutrients to be extracted from them then they usually contain.

Ego Boost (-100MSP): Ego Recovery Liquid, a substance made through the purification of the sewage the stilt town stand over and produced as a byproduct of Milky Fuel from Female Bio-Machines. When you go to an Ego Recovery Station or use Ego Recovery Liquid, you require less to fill up your own, as well burn through it slower than others. Works well for preservation of such substance. Outside the gauntlet, it works well with mental/mind recovery items, requiring less recover your psionic energies.

Memo Passages(-200MSP): When "*Yan*" first awoke in the old residence of "Yang", he found a bunch of memo notes posted around the mirror; giving him general but important information and what he should be doing. Now you'll find these posted notes and even a sheet of paper or two giving expositions about something important. It won't be too detailed depending on the location and will be somehow written by a person related to it. Once you remembered or figured out the details, they will begin to appear less. But if you so happened to have your memories erased or damaged, they will appear once more to remind and inform you.

Local Townie (-200MSP): Everyone seem to know "*Yan*" when he first became making his way around town. Recognizing him as "*Yang*" despite not having the same physical appearance. But despite the "*Id's*" actions, your still treated with kindness and respect like most other resident, if not oddly more. You are oddly capable in speaking to most people as if you're a local yourself. Even having them warm up to you after a job or two for them.

Pro Sewage Fisher (-400MSP): Theres one odd biomechanical robot in this Garage world that's enthusiastic about their position in town, that being Takashi the fishermen. You know the fishing skills of someone who was taught and fishes at the same level as Takashi himself. Finding info on specific frogs and crabs, having a great luck in getting to reuse hooks and bait, hook, and bait would work best, and lastly having a sense of what fishing spots will yield the most profitable catches in the sewage of the world. Outside this gauntlet, this perk works especially well in more inhospitable

Mechanical Repair (-400MSP): Like Murowaki & Bulcaniro, who runs the Customs store & Toy Works, and Lao the Mechanic. You are rather proficient in handling and repairing machineries. Though you have talent in biomechanical beings. Tuning up and inspecting their mechanical parts so they run more fluidly and upgrading them with parts and safely working them with their biological parts as well. This perk also extends generally to woodworks and hard works like Builder Miya.

Excessive Ego (-600MSP): When "*Yang*" first manifested in the Garage-made world, he was oddly different to any other denizen. Being that he possessed an unnaturally high-level of Ego, along with a greater natural fuel efficiency and engine power than any other. And that's not even going into his rather malignant actions that he used his natural gifts for. Then along came Juice who an even excessively higher Ego-Level. Like them you possess an excessive amount of Ego, that is also reflect onto other parts of your biomechanical body, making them more efficient and durable. However, like them you also possess the capacity to split your Ego into other sentient Alter-Ego clones. Be it a separate personality within you, or a separate physical being. While compared to "Yang" and Juice, you are just as unable to control what comes out from them. But unlike them, you can at least choose when this phenomenon will happen and when it possibly to do so. While it's unknown if they were any other hidden uses for Ego other than that. Outside of this gauntlet, there could very likely be room for possibilities.

Ego Immune (-600MSP): During "Yang's" hunting of female biomechanical robots, he specifically used a music boxed paired with a "*resonator*" after discovering a sort of link between them and "*sound*". Using his high Ego-level to avoid being dismantled apart by the effects of the resonated music box, he would withstand the use of his while playing to female robots. But then a certain female named "*Juice*" appeared, having such an excessive amount of Ego, she'd be able to withstand the music without ever breaking apart. Like her, you have immunity toward mentally deliberating and shattering effects and attacks. Regardless of your Ego-level.

Licensed Therapy Engineer (-800MSP): While not said in-game, but I believe anyone can say that the work behind the very machine known of "*Garage*" must be incredibly well-versed in both Mechanical Engineering and Psychological Sciences to have built a machine capable of generating an entire world based on the psyche of the user. Regardless of how downtrodden and dystopian the world looked, though that's very likely due to Yang himself. Like Guattari and Ein, the suspected therapists and engineers/scientists, the only beings not native to Yang's simulated psyche-based world. You are equally as professionally skilled to the level of both individuals. Having the chops in both fields of engineering and psychology needed at such a level, that you would be able to pull off recreating "Garage". This perk also comes with a psychological resistance and adaptiveness to such imagined worlds that feel so real that one would naturally want to call home, you are able to shrug off that feeling. Additionally, you are very analytical in pointing out similarities and discrepancies of mindscape worlds and quickly recognizing what they mean or reference.

You will receive a 50% discount toward the perks aligned with the Origin you've chosen. While others will be their standard price.

Perks

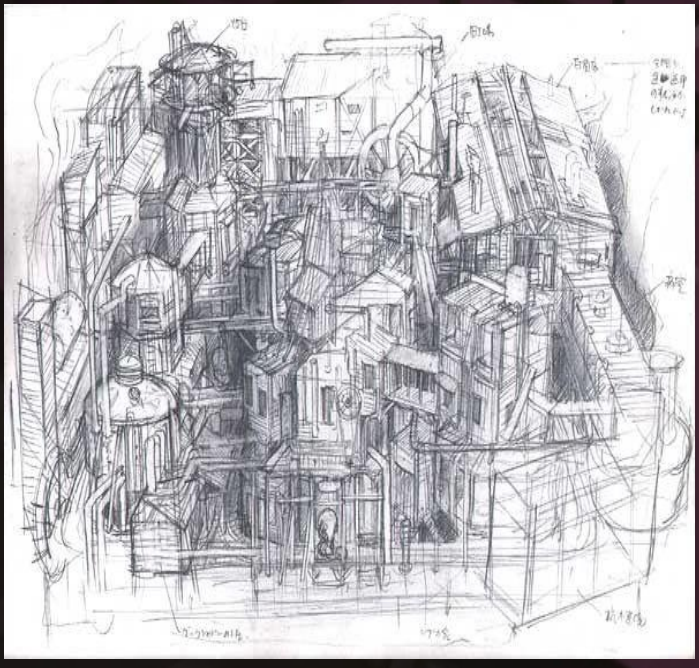
[EGO]

"The ego is first and foremost a bodily ego; it is not merely a surface entity, but is itself the projection of a surface."

Your Ego (-100MSP): Your Conscious Self, the mediator between the '*Id*' and '*Superego*'. You have an easier time processing everything around you, taking in new concepts and ideas, as well overall better at general problem solving and troubleshooting issues.

Track & Wheel(-200MSP): Having to wheel across and around the town doesn't seem to burn as much fuel as you thought. Your fuel efficiency is more than average despite how basic your parts for it are. This personal fuel efficiency seems to stack with whatever parts you have installed, further decreasing your overall need for milky fuel.

Topography Map (-400MSP): I don't know which or what part you have installed, but you seem to your way around. Oddly enough for you navigate the number of rails and lifts for the different levels of town. You have this in-built map that shifts to a simple yet convenient chart of any urban area you go to. Such as the main town area or the New World district. Labelling all points of interest and businesses you'd most likely frequent or have sudden interest in.



Psyche Evaluation (-600MSP): This world. Even if you feel like it's reality, you can just tell that it's not. Better yet, you can tell what every little detail, from the ocean-like sewage this stilt town stands over, to the biomechanical robots that populate it. You can "*analytically*" see more of the world than quite frankly anyone, like those who know this world is but an imagination of another. You can quickly tell what they all mean and how they are connected to someone, making inferences of such personal worlds akin to a psychological report.

[SUPEREGO]

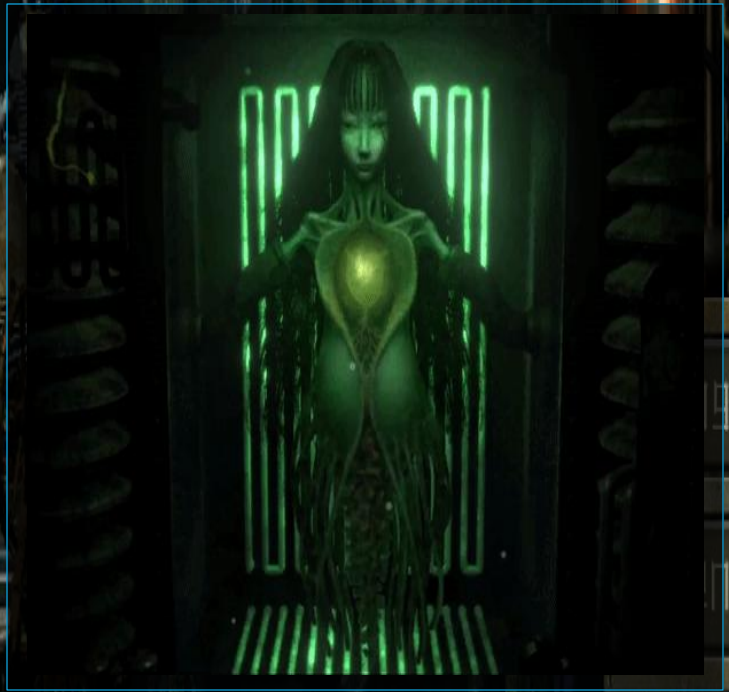
"The superego is, however, not simply a residue of the earliest object-choices of the id; it also represents an energetic reaction-formation against those choices.

Your Superego (-100MSP): Your Conscience Self, the moral and cultural high-grounds that oppose the '*Id*'. You find it easier to fight off more influential emotions and feelings. Staying on task no matter what you're working with or against, which includes not having your morals forcefully bent as easily.

Fetch Exchange (-200MSP): You'll notice that a lot of the denizens seem rather, 'you get me something, and give you what you want'. For the most part they'll do so, but then you'll meet one that might send you off right after to do another thing. Like some sort of questline in a video game. Well now you won't always get stiffed like that. While you may get sent off on another task right after the one you agreed upon. You'll find yourself additional compensated every time, stacking until you get exactly what you originally asked for.

Personal Caretaker (-400MSP): Like "*Shen*" and by extent "*Yan*", you are quite good at helping someone who's hit rock bottom, or perhaps just born a little bit ago. Sitting them up a home and giving them a few notes on what to do, and surprisingly they fair quite well with just that. Although more personal caretaking from you greatly increases development for them.

Shadow Recollection (-600MSP): The projective byproduct all to like an Alter-Ego. Except everyone in this world has one somewhere. Due to the actions of "*Yang*", many shadows have been tortured and killed, some haphazardly preserved in stasis to just keep them living. Usually it would take finding a "*Core Memory*" to get them into a more functioning shape. However, all you need to do is listen and converse, like doing your own therapy session, but without some kind of McGuffin. This also works as psychological healing through your interactions and shared experiences.



[ID]

"The id, the whole person at birth, consists of instincts, which are the ultimate cause of all behavior."

Your Id (-100MSP): Your Unconscious Self, the instinctual and pleasure driven depths that combat the "*Superego*". You find yourself focus easier and perform your interest far more those that aren't. As well as gain more enjoyment out of them, even if they were more unsociably acceptable or morally wrong to the general status quo.

Pressure Submission (-200MSP): Even though "*Juice*" had a far higher Ego-level than "*Yang*". He still managed to make her follow his whim and became the immobile milky fuel generator. Almost as if he overwhelmed her verbally. You seem quite good at that, making those you can successfully talk down or into doing something become submission to your wants and orders. Though it could have just been the case of "*Juice*" adopting her real-life counterpart's submissive demeanor.

Connection Weakness (-400MSP): When "*Yang*" first arrived in the Garage-created world of his human counterpart. He quickly found the Biomechanical robots of this world's fascination with sound and music and turned it into a weakness using a music box and resonator. You can find such connections with certain concepts, elements, or objects; and turn them into a weakness for the connected. Outside this gauntlet, the more connected they are, the more dangerous the weakness will be toward them once figured out.

Driven Biomechanic (-600MSP): Female Biomechanical Robots are very important considering they create sewage as a byproduct of making Milky Fuel. But because of "*Yang's*" killing spree. Both populations of females, frogs and crabs dropped. After meeting "*Juice*" and her excessive Ego-level, he soon figured out a way to circumvent the shortage. Using the-

-production parts of his victims, turned "*Juice*" into a Milky fuel & sewage generator. At the cost of her mobility. You possess the same deranged level of biomechanical engineering and modification. If the split between the Id, Ego & Superego didn't happen. Who knows what "*Yang*" could have done. Maybe reaching Guattari and Ein's level.

Items

"It is easy to show that the ego ideal answers to everything that is expected of the higher nature of man. As a substitute for a longing for the father, it contains the germ from which all religions have evolved."

You will receive a 50% discount toward the items aligned with the Origin you've chosen. While others will be their standard price.

Fuel & Liquid (Free): A set of Portable Milky Fuel and Ego Recovery Liquid. About five standard grades of the stuff each. Other than their use to refill Ego and Fuel. Outside of the gauntlet, they will act like physical and mental recovery drinks.

Pile of Milky Stamps (-100MSP): The local currency within this town and imagination land. Usually either need to find and trade stuff like posters, items, and materials, or just make a steady process off fishing. But here you get a daily stipend of 500 stamps at the end of the week.

Spare Parts (-100MSP): Some reserve tanks, diameter carburetors, valve spring sets, you now have some sets of extra machine parts for the fellow biomechanical robot. And there not simply exclusive to one model such a male or female robot. These part change to fit the being their going to be installed onto.

Mechanic Materials (-100MSP): Perhaps you're going for something more custom but don't have the right materials. They can sure be hard to find and sparse in a place like this. So here are a few crates of the stuff. Liquid Silver, Ammonia, Vitriol Oil, and even Geppereakodcine. A poisonous element found exclusively in this world, existing in minute quantities in a specific type of aquatic machine life.

Music Box (-200MSP): Like "*Yang*" discovered, "*sound*" or in this "*music*" has a unique connection to the denizens of this world. Some having personal sheet music that having psychological meaning to them. They play it using a music box with a crank that you turn to play the insert sheet music. And now you have your very own music box as well, it does have something special about it. That being it can play about a sheet music inserted no matter the size of it, even if it wasn't intended to be played by its model.

Fishing Supplies (-200MSP): All the supplies needed to fish alongside the best of them, which is just Takashi. Every hook numbered at a reasonable amount, every kind of bait (except for the Special Stone), and every packet of ground bait. And of course, a special fishing rod gifted by Takashi himself. A personal rod from his collection. Outside this gauntlet, this comes in the form of a bigger but standard fishing rod, that can be used to fish at inhospitable areas.

Sheet Music (-200MSP): Quite the number of biomechanical denizens have their own sheets of music. The closest reason as to why would be a sort of subconscious copping mechanism related to late and original Lou's love for a special melody. Now you possess a whole sheet music folder filled with all the sheet music this world has to offer. These sheets also seem to have a sort of soothing effect to some depending on the sheet played.

Shadow Posters (-200MSP): Other than original Yang's own shadow and those kept preserved in the Lighthouse. There didn't seem to be any others. The "Id - Yang" had turned his focus onto capturing and torturing Shadows after turning "Juice" into a generator of Fuel and Sewage. To the point of filming the torture of the Shadows he captured and made snuff films. Advertising his insane fixation for those to see. And while unknown if anyone went, there does seem to be many of them. Whether that would be only to arouse more fear or if there was a genuine interest by the denizens of the world. You now have a stack of editable posters that greatly entice people to read and go to whatever is listed on it, even if they don't like what's hosted.

Core Memory Item (-400MSP): A special item connected to a person, giving it to one's shadow will strength it's existence and form, becoming more stable and ethereal. Yang's managed to appear and wait in the Imprinting Stone Cave after being given their Core Memory Item. Now you have a special mimicable item that will change into a very special item for whoever you have it in mind for. Memories of the past will appear right back, including those lost or erased by purpose or time.

Stilt Home (-400MSP): The entire town within Yang's psyche world is supported by metal and wood stilt over the ocean-like sewage. "Yang" had pushed the newly manifest "Yan" into it and later was pulled out by "Shen". Resting him into "Yang's" old home, and basically giving it to him, which is what buying this item does. You now own your own stilt home like "Yan's", though much more proportionally sized and suitably structured, but also still having the feel from Yang's Garage world.

Dream Diary (-400MSP): Some people in this world write their thoughts on notes, while others in a sort of report fashion. Then there is "*Juice*" with her Dream Diary. You originally had to bring it back to her shadow, but now this book is in your possession. You can label it with a name of someone, and the diary will automatically write their thoughts and dreams in its pages in real-time. Though it can only lock onto one person at a time, and removing the name will erase all of what was written before.

Sewage Silo (-400MSP): A rather large water silo filled with the sewage-named liquid inside. Refilling back once a week. However, what's special about the sewage contained in the silo is that it acts similarly to the "primordial soup". Pouring into a pool for example, you will quickly find aquatic lifeforms you'd find back in Yang's psyche world to be somehow inhabiting the pool. With the chances of new species or evolved ones appearing depending on the location the sewage is around. There is even a very low chance of a similar creature to the "*Suihou*" appearing from it.

Resurrection Stone (-600MSP): Combined with the "Memory of the Stone" from the Wang Shui and the "Orindary Stone", you get the Resurrection Stone. The stone itself represents "the will to keep dreaming in a dream". Rendering the dream lucid and reminding the dreamer it's only a dream. Having the stone grants practically no need to refill your Ego-level or fuel. While giving it to a mentally constructed being in such a world, will grant them a form of immortality and a chance to come with you as a companion.

Memorial Scape (-600MSP): Once "Yan" had reached the exit of the world. Yang would later after getting out of Garage, would return to the same old meadow they once went to as kids, playing Lou's favorite melody and the wind gently blew by dry tall grass and bird flew across the grew cloudy sky. You now have your own calm mental space that you can project yourself into mentally. Though with Ego present outside of Garage, it could be possible to project this mindscape into the real-world.

Preservation Tanks (-600MSP): Whether it was "Yang" who wished to preserve the Shadows of the Female Robots he used as front for his Milky fuel station, or "Shen" who wished to for the four shadows to keep living. You now own a few preservation tanks made specifically for psychological/mental beings who would cease due to being inherently connected to something or someone. Allowing them to continue living if this connection is severed or they were coming close to death through natural means. These tanks also possess a special property that enable their transfer to the real world with beings still in them.

Resonator Attachment (-600MSP): Like I've mentioned before, "Yang" discovered and figured out how to weaponize the connection the denizen of the world had with sound/music. Coming in the form of the Resonator, this now malleable attachment can now amplify the effects of any sound-making device or instrument to have the same effect it had on the biomechanical denizens on similar beings with a weakness to sounds. Examples such a Viltrumites & Death Angels, making their bodies begin breaking down if they don't have enough mental willpower to last. Symbiotes are similarly affected, but due it being a psychological weakness, it can be overcomed.

Garage: Bad Dream Adventure(Free): Once more a late addition to the Items list. A copy of the Private Edition (basically a collector's edition) of Garage. Which comes with a copy of the PC game, various illustrations and concept art, an additional CD containing the soundtrack for the game, and written message from Tomomi Sakuba himself. Lastly all of this will be translated perfectly into the language of your choosing.

Garage Machine (-800MSP): Imagination and innovation are born not in a clean room, but in a chaotic garage. The experimental psychological-therapy machine, while most may feel uncomfortable having to talk their feelings out to a therapist, what if there was a way to work through your trauma and emotions on your own. No therapist, no real third-party intervention of any kind. Just you, thrown into a world of your own psychological making. You now own the Garage Machine itself. It's fitted only for one person, but if you have the [*Licensed Therapy Engineer*] perk, I'm sure you could improve upon it even more. Anyways upon situating a subject, Garage will begin copying the entirety of their psyche and begin generating an entire world-based on that person. But while it's said that no third parties can access the subject's mind or world, there are two special helmets connected to Garage that will allow proper access and insert themselves into the subject's Garage world.

Ending

"Until you make the unconscious conscious, it will direct your life and you will call it fate."

Once you meet with your shadow, you take the next railway down a cavern, leading down is an exit with blinding white light shining through it.

You pass through the exit and feel a sense of relief.

Go Back

"A soft melody plays before the white light reels back from your vision. You are back home."

Stay Here

"Guattari had become enamored by the reality of his patient's psyche. You too have grown to love it as well. You wake up in a meadow as an old melody plays."

Move Forward

"Instead of the comfort of your home, or the soft melody that returned you either there or a withered but peaceful meadow. You have arrived at your next destination."

Notes

"Psychological Analysis Report"

- I pulled a lot of the info for this Gauntlet from the YT videos made by tangomushi & 4o3o1. Their videos on the game helped a lot.

- The introduction for the Gauntlet were inferences made from what I got from both videos above on how the events of the Game started. It's never said much on the lives on both Yang & Lou before they met. But from what's implied, neither and especially Lou had a great life, considering how Yang's psyche views certain subjects.

- While losing Fuel simply stops you from moving, I'm pretty sure just your wheels. Losing Ego close to empty will inflict the status effect, "Word Lost". Basically, becoming unable to form words as you lose your sense of self. In-game if you completely lose your Ego, it's assumed with an image of a white and gray Garage with Yang in it, that he goes into a catatonic state from the Ego loss.

- Shadows, while everyone has one, do undergo phases of either fading away or reaching completion like "Yan" meeting Yang's shadow in the imprinting stone cave. If the existence a shadow isn't supported, they will fade out of existence. I don't know if that has any negative consequences to the Robot in question. But you can either assume that it just becomes more harder for them to free themselves from the Garage world or slowly lose themselves.

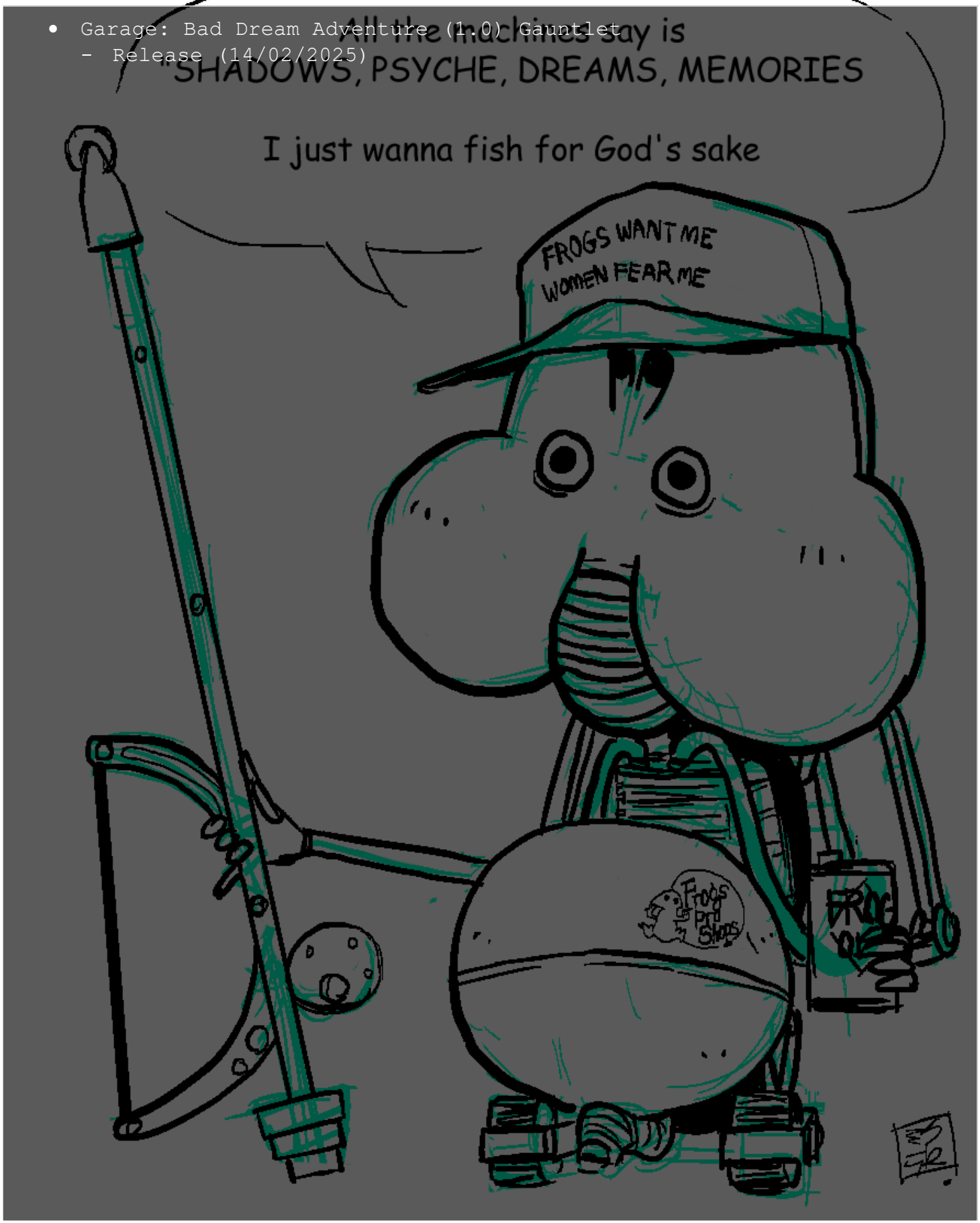
- For the Id, Ego & Superego origins, that is something I kind of made up on the spot when coming up for the ideas. Originally it was going to be like Town roles, but then I struck gold with labeling the three main facets of Human Yang's mind.

- Unsure if they were supposed to be a Companion section, also I was lazy after writing a majority of the gauntlet. So, I gave the resurrection stone that effect of making a denizen of Yang's psyche world as a Companion, or really any similar mental being.

- Theres a chance I might do another Gauntlet, but for the game "Baroque". Or go straight into doing "Godhusk". Still on the fence on which I should start.

- Also, you don't lose any Ego or Fuel standing still. So unless you have the [Lost Media] drawback, then you should be good.

Changelog

"Important Changes in the Psyche"

- Garage: Bad Dream Adventure (1.0) Gauntlet
  - Release (14/02/2025)