

It is a desperate time for the kingdom. The Grinning Colossus, scourge of all that is good, has arisen in its lair to conquer the world. If hope is to prevail, the hero must take up their axe and descend into the depths. Tunnels, obstacles, and platforms will impede their path, and at the end of their journey awaits the greatest (and only) foe this planet has ever seen.

Will you be the hero, ready to slay the monster of myth? Or, perhaps, will you play the villain, prepared to triumph at last over your pink-skinned adversaries?

(This is a Gauntlet. Your powers from other worlds are sealed for the duration of your stay.)



You Have To Burn The Rope

a Mazapán game

Music by Henrik Nåmark
reachground.se

Thanks to Christian Dryden,
Umami, GB & Kista Grossen

ORIGINS

HERO

You're a small, pink-colored ball with limbs, a face, and a dapper hat. When the jump begins, you find yourself at the beginning of a tunnel that leads to the Grinning Colossus's secret lair. In order to succeed here, you must ensure this villain's demise. Don't worry, though: if you fail, you can always try again.

GRINNING COLOSSUS

You're a pitch-black pillar of flesh and malevolence. Accordingly, you begin the jump ensconced in your secret lair, waiting for the hero to arrive. For you to succeed, you must triumph over the hero, be that through killing them or simply boring them into giving up. Should you fail, the gauntlet will reset, giving you another shot at victory.

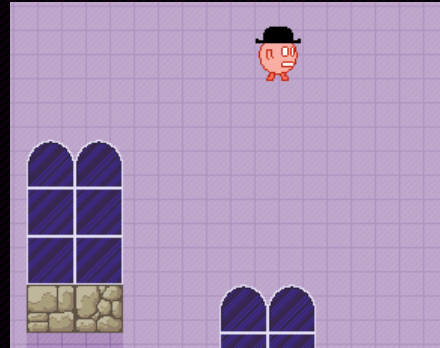
PERKS

Whether you're trying to vanquish the Grinning Colossus, or staving off the erstwhile hero, you'll need some abilities to do the job. This is a gauntlet, so you don't have any points to spend to start off with, but don't worry: you can earn some in the Drawback section after this.

PERKS (HERO)

Heroic Agility (Free, Hero Only)

Your ability to jump is unparalleled! Probably. I mean, who knows? Maybe that's normal for whatever species you are. Regardless, you are capable of leaping several times your own height into the air, and can even change direction mid-air if you so choose.



Axe Spam (200, Discount Hero)

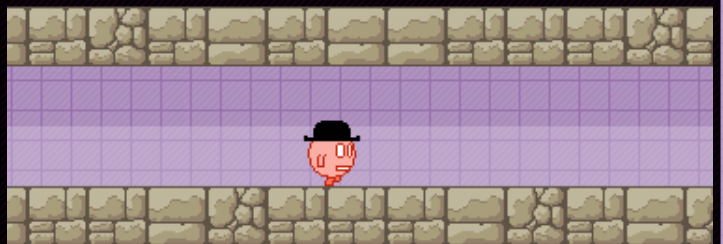
About once per second, you can conjure a metal, double-bladed axe out of thin air and fling it in front of you. They disappear on impact, but pack quite a punch!



Tunnel Tips And Tricks (400, Discount Hero)

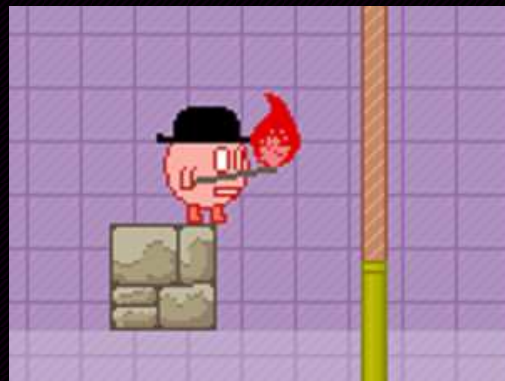
If you've ever felt yourself in need of some advice on an upcoming confrontation while also being underground, worry no more! Any tunnel or subterranean passageway you traverse will have helpful tips and tricks scrawled on the walls for whatever you might face once you reach its end.

There's a boss at the end of this tunnel



Mazapan Ignition (600, Discount Hero)

Fire is a common problem-solving method, one that has been in play for thousands of years. In your hands, it becomes universally applicable. You will find that most objects are far easier to set alight than normal, even nonflammables like bricks or pixelated line segments. And when it comes to ropes? Well, there isn't a rope in existence you can't burn.

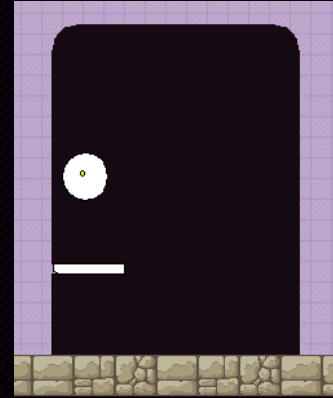


PERKS (GRINNING COLOSSUS)

The Boss

(Free, Grinning Colossus Only)

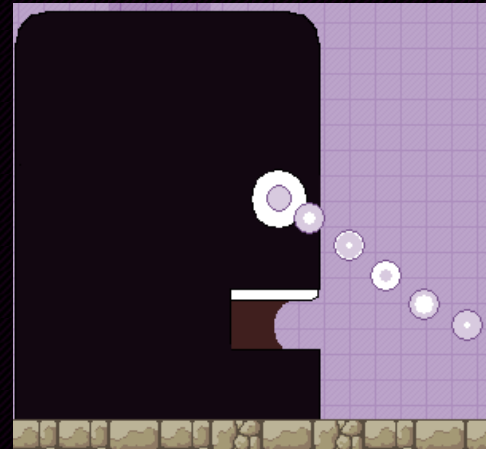
Monumental in size and stature, yours is the visage that can end the world...apparently. You are several dozen feet tall, and surprisingly durable. Blows of an axe that would ordinarily kill a man will only leave deep gashes in your strange, pitch-black hide.



Eye Beams

(200, Discount Grinning Colossus)

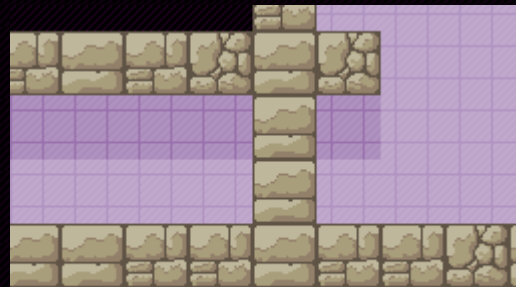
You can fire a ray of glowing orbs from your eyes! Although their damage is minimal, they can briefly stun whatever they hit, knock back their target several feet, and make them drop whatever they might have been holding. Ideal for stalling and delaying any meddlesome intruders in your lair.



Arena Seal

(400, Discount Grinning Colossus)

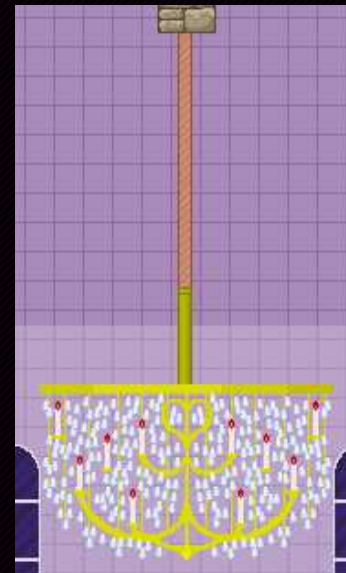
You wouldn't be much of a final boss (or a first boss, for that matter) if challengers could simply run away. Whenever you're in an enclosed space with at least one other person, you can summon large stone barriers to block the entrances and exits to that space.



Achilles' Rope

(600, Discount Grinning Colossus)

Your constitution is truly fearsome. Blows that would once leave grievous wounds now merely chip at your flesh, and those chips take seconds to restore themselves to the peak of health. However, there is a condition to this effect: it is only in play so long as there is a chandelier dangling over your head, suspended by an easily-severed rope. Should the rope be destroyed or cut, both durability and regeneration are lost. (Comes with a free chandelier and rope set, to get you started.)

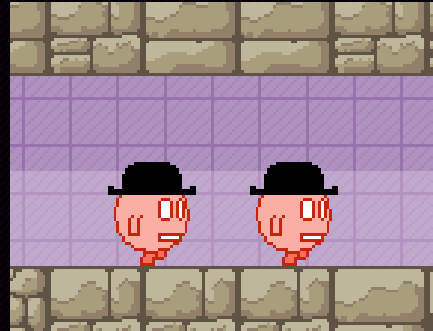


COMPANIONS AND ITEMS

(All options listed can be purchased more than once.)

A Fellow Hero (200)

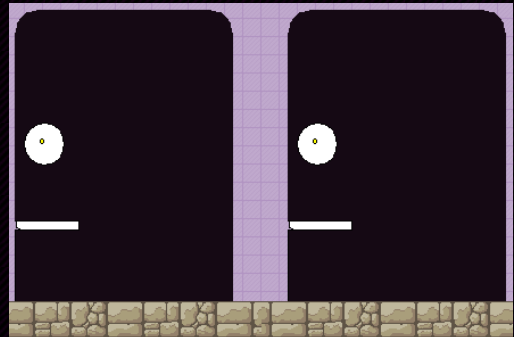
Need assistance to overthrow the Grinning Colossus? Or, perhaps, have you swayed a former hero to join your villainous rule? Whichever side you're on, you're now joined by a pink-skinned, black-hatted companion with each ability from the Hero perk line.



The Other Colossus (200)

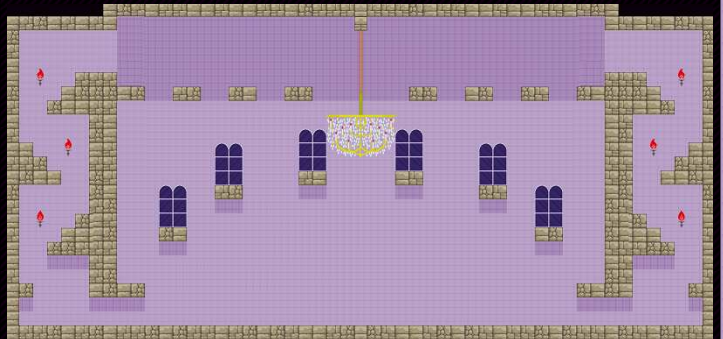
If you're a hero, you've managed to sway a Grinning Colossus to righteousness. If you're a Colossus yourself, another has decided to help you conquer the world. In either case, you are accompanied by a pitch-black behemoth with each ability from the Grinning Colossus perk line.

(Since Colossi can't really jump, they'll show up in the Arena itself, instead of having to navigate the tunnel.)



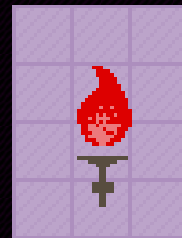
Your Own Arena (200)

A large, open room to call your own. Filled with wall-mounted torches, windows, stone platforms, and a central chandelier, this is an ideal place to have yourself a fight for the ages. Can be attached to another property you possess.



A Blazing Torch (100)

Burning bright, this special torch is all yours. It can be mounted on a wall for convenience, and no matter how much you use or misuse it, it will never go out. If it's destroyed somehow, another will appear in your Warehouse.



DRAWBACKS (HERO ONLY)

Two Chandeliers (+100)

Uh oh. Burning one rope won't suffice anymore: there are twice as many ropes, and until they're both cut down, the Grinning Colossus will remain a threat to the future of all the world.

Pitch-Dark Tunnel (+100)

Normally, the pathway leading to the Grinning Colossus' lair is easy to navigate. But no longer! Now the path is pitch black, leaving you unable to see your way forward, and equally unable to read the helpful advice written on the walls.

THREE Chandeliers (+200)

This is out of control! If you thought two chandeliers were a challenge, then this is downright fiendish. Better hope you've got the chops to burn thrice the original number of ropes. Should you take this along with Two Chandeliers, then there will be a whopping SIX ropes to burn, and I can only wish you the best of luck.

Contact Damage (+300)

The lethality around here has gone up substantially. Whenever you're struck by eye beams, accidentally touch the Grinning Colossus, or even fall too far, you'll take damage. Take too much, and you'll DIE. And then respawn at the beginning.

I Wanna Burn The Rope (+600)

Bits of floor disappear under your feet, sending you plummeting to your death. Delicious fruits fly at you from offscreen, killing you instantly. Windows come to life and fall on you. Wall-mounted torches set you on fire. Tired of people claiming this game was too easy, its designer overcorrected, creating a monstrously unfair challenge of death, death, burning ropes, and more death. You will have to make it through dozens of levels, before facing down the revamped Grinning Colossus, who now produces a storm of eye beams and hazards while you try to reach the rope to burn it. And if you get hurt even once, you'll die, and have to start all over again. (Can't be taken with Contact Damage.)

Fickle Fire (+100)

Why won't these sticks stay lit? Whether it's a stiff wind, a well-placed eye beam from the Colossus, or a substandard torch, it's quite difficult to keep your flames alight for long enough to actually burn the rope with.

Slippery Platforms (+200)

It's wintertime, and the Colossus is in a festive mood, so they've decided to coat every surface in a thin layer of ice. You can still jump around and such, but controlling your movement is going to be much more difficult.

You Can Has Rope (+200)

Good news! You now possess a long, prehensile tail that's every bit as agile as the rest of you. The bad news is, you're going to need it. Your legs have frozen up, so the only way to travel is to use your tail to drag you from place to place, swinging off of platforms, pegs in the walls, and anything else you can grab.

Boss Rush (+300)

Grinning Colossi aren't the only threat to the world anymore: now you'll have to face foe after foe, as a dozen bosses from games you've played in the past come back to haunt you. Luckily, each of them now has a weakness based on burning a rope in some manner, allowing you to defeat them quickly if you can find it.

DRAWBACKS (GRINNING COLOSSUS ONLY)

I'm A Frayed Knot (+100)

That chandelier overhead is creaking in ways that make you uncomfortable. In fact, the entire rope holding it up has seen better years: the hero might be able to snap it without burning it at all, given a couple solid hits.

I-Frames (+100)

Whenever the hero is struck, they will become invulnerable for several seconds, during which you cannot harm them further. Make your efforts count!

Mirror Shield (+200)

Once the hero reaches your chambers, you will find them equipped for the occasion. They now bear a large, reflective shield, and with careful timing, can send your attacks and projectiles back at you. Blocking is rather slow, though, so if your own timing is good, you can still land a blow.

LFG (+300)

When the world is at stake, it's better to have someone at your back. That said, in this case you're the threat to the world, so the hero is the one who decided to bring friends. A group of four full-fledged heroes have come to face you, each with agility, grace, and rope-burning capabilities to spare.

Grossly Incandescent (+600)

Are you really even the boss anymore? It certainly doesn't feel like it. Every inch of space above you is covered in dangling chandeliers, their thousands of candles filling the arena with harsh light. Each of them is held up by an intricate series of ropes, which are open and exposed to the hero's reach. Should a single rope be severed, the rest will fall as well, causing a cascade of falling decorations that will kill you instantly. If that wasn't bad enough, the hero's on fire! It doesn't seem to bother them, but you can't get too close without scorching your flesh, and they'll be able to burn the ropes on touch. (Can't be taken with Critical Chandelier.)

Extra-Specific Tunnels (+100)

Just in case the hero wasn't all that bright, the tunnels leading to your lair now contain even more precise instructions on what needs to be done to defeat you. For example, "Grab a torch, then climb the side platforms to reach the chandelier, then burn the chandelier's rope to knock it down."

Furious Flames (+200)

There are fires everywhere! From extra wall-mounted torches, to open fireplaces, to a ring of fire that surrounds your arena, the hero will have no trouble whatsoever finding a source of fire. None of it will burn them, though; they seem to be immune.

Death and Axes (+200)

Much like a werewolf under the light of the full moon, you have a weakness to silver, the mere touch of which can inflict serious injury. By the way, the hero's weaponry is now composed entirely of silver, and a sustained assault from them could even overpower regenerative abilities.

Critical Chandelier (+300)

Getting struck by a large piece of suspended furniture is always unpleasant, but now it's even more so. Should the hero manage to knock the dangling light fixture onto your head, even just with a glancing blow, it is guaranteed to kill you in a single strike.

CONCLUSION

At any point during your stay, you may choose to give up, conceding that the challenge is too much for you to surpass. If you do, you will regretfully lose everything you've obtained here, but may leave to continue your chain as normal.

If, however, you succeed, then you will get to keep your purchases, as well as obtain the following perk:

Now You're a Hero (Free)

Not every accomplishment has to be earthshaking or revelatory to feel good about it. Whenever you're so inclined, you can summon up congratulatory music, with lyrics that describe your recent achievements in grandiose and uplifting terms. Comes with organ, guitar, and drum accompaniments.

Whether you've won or lost, the time has come to decide where to go from here.

It's Over Now:

This seems like an appropriate way to end your chain. After this jump, you will find yourself at home. It'll almost be like you never left, and although you'll get to keep whatever you've earned over the course of your adventures, your jumping days are at their end.

Savior / Conquerer:

After all the effort you went through to either rescue or take over this world, it would be cruel not to allow you to stay. If you choose this option, you will remain here. You will keep anything you've obtained during your chain, but you will vanish from your home dimension, and again, your chain will end.

Make A Longer Game:

Although this was an amusing diversion, you've got new places to see, new arenas to fight in, and new ropes to burn. You may continue on to a new jump, retaining whatever you acquired here.