a gauntlet by pionoplayer

Welcome to the Manifold Garden, jumper. This place might seem strange and surreal, an endlessly repeating unfathomably vast vista stretching away in all directions. And you would in fact be correct in that assumption!

The Manifold Garden is an ancient space. Beautifully infinite yet still small enough to explore and become intimately familiar with every nook and cranny. Its creators are long gone, but this infinitely repeating place of beauty has gone unblemished through the aeons. Until recently at least.

You have been called to this place by the power of the Manifold Garden to do some... Gardening, of a sort. A dark corruption has taken hold of key anchors of the garden and if not dispelled the Garden will eventually lose the ability to perpetuate itself and fade to nothing. The engine that holds this place together has become unfortunately fragile, so you may bring no companions, your powers are disabled down to your bodymod, and your warehouse and all items are inaccessible here.

You have **0 CP** to empower yourself with, but fret not. Everything you need to do the job you've been presented with will be given to you, this is a strange and wondrous place but also a very safe one despite the encroaching corruption.

Drawbacks:

Of course, even if it's fully reasonable to complete your task here with what's freely provided to you, there are other tools you might want that need to be paid for. Take as many drawbacks as you want.

(+100 CP) Broken Legs: Falling long distances is generally considered to be unhealthy for most normal people. Navigating the Manifold Garden effectively requires falling long distances, so you will not be restricted from doing so. But we can make it hurt again. If you take this

drawback, any fall longer than about 20 meters will cause your legs to hurt for several seconds as if the fall damage immunity perk was not active, though you will not suffer any actual harm, just the pain.

(+100 CP) Fear of Heights: Acrophobia. Not just the fear of heights (which is often quite logical on its own) but the irrationally strong fear of heights. A rather difficult affliction to face in a world where falling large distances is a required element of getting around, no? You will suffer from acrophobia for your entire time here if you take this drawback.

(+100 CP) Color Blindness: An unusual but useful feature of the garden is that the various objects subject to different gravity are color coded. Red, blue, green, cyan, magenta, or yellow depending on which direction must be down in order to interact with them. You are now completely colorblinded, everything you see will be in black and white. There are tells for you to figure out which direction the various objects point without seeing their colors, but it may make things trickier to identify at long distances.

(+100 CP) Loss of Wonder: The Manifold Garden is, even in this advanced state of decay, a place of wonder and grandeur. For a packet of CP you can forfeit that, removing your ability to appreciate and enjoy the grand vistas, beautifully arranged rooms, and even the clever puzzles you encounter here. At best it will be boring or neutral, at worst frustrating and tedious.

(+200 CP) Purity: As you delve into the garden you will find more and more of the decay's signature: dark puffs of corruptive energy that hang motionless in the air. Normally these would be nothing but a visual obstruction, shrinking away from you as you move through them, never touching. Now that is not true. With this drawback these corruption puffs will be a genuine danger to you, blocking your movement and gradually corroding your body should you come in contact with them too much. Moving around and avoiding them will now be part of your pathfinding, but you can at least be sure that they will never totally block your path, only ever make it circuitous or difficult. Taking too much corrosion in a short period of time will disintegrate your form, causing you to fail the gauntlet.

(+200 CP) Plenary: The Manifold Garden in its entirety is far, far larger than what was shown in the game, but normally you would only be required to navigate through the central routes and primary centers to clean up the mess here. Now you will be visiting much, much more of the garden than before, as the service walkways and shortcuts have been rendered nonfunctional by decay. You will be seeing far more puzzles, far more views structured from its strange geometry, and even entire puzzle elements and challenge types that were not present in the game!

(+200 CP): Patience: Not all of the Garden's puzzles and obstacles are... "straightforward". While normally the most difficult and obscure puzzles would be kept out of your path, this drawback will change that. Puzzles that take 20 minutes to get through a single room even once you know the solution, puzzles that require you to double back and take elements from

previous rooms, puzzles that hide critical pieces in odd corners of the architecture... the worst of these will almost certainly test your patience even if you're normally fond of puzzle solving.

(+200 CP) Pathfinding: The garden may often be confusing, but the path laid out for you is straightforward, from one room to the next with only the occasional 'hub room' to branch outwards. Unless you take this drawback, in the case you do that the Garden will snarl, curling from a pleasant path to a sort of manifold hedge maze, with rooms that double back on others and themselves, long winding paths that must be mentally mapped and navigated, and so much else. Not only will you be puzzle solving, you'll be trying to navigate a non-euclidean maze as well.

(+400 CP) Crumbling Garden: I have bad news. You've arrived here... a bit late. The Garden isn't dead yet but it's getting there, reaching the final stages of decay where its structures finally begin to fall apart. The various rooms will be in obvious disrepair and will begin to visibly corrode and collapse the longer you take. You have about enough time to get through this as if each puzzle were timed at its median or average completion time (whichever is lower) and then the full time was doubled. Enough time to get stuck on a few puzzles as long as it doesn't take you TOO long... but don't *take* TOO long. If the garden finishes decaying and dies you will fail the gauntlet, moving on without any of your purchases or rewards from this place.

(+400 CP) Alien Space: While the Manifold Garden *is* non-euclidean, the places you will be exploring are non-euclidean in a very digestible way. Infinitely repeating rooms, doorways that open to somewhere else. Not truly mind-bending things like strange space curvature or higher dimensional space. Take this drawback and that will change, it will go from easy non-euclidean to nigh upon eldritch space, and you will have to navigate it as if it were still in the easier to mentally map form.

Perks:

You may discount up to 4 purchases in the Perks and Items sections. The discounts are shared between the two, but may be used on any purchase regardless of price. You may only discount any given purchase once, but a 100 CP purchase is free when discounted.

(Free here, 100 CP to keep) Perfect Form: This place has no food, no water, and no other people in it. While you have this perk all your basic bodily and psychological needs are suspended, never degrading unless actively targeted by some outside force. You may still engage in and enjoy the activities that satisfy these needs however, though that's unlikely to come up unless you pay to keep the perk after this jump.

(Free here, 200 CP to keep) Fall Immunity: With the Garden's potentially infinite falls it's critical that you be immune to the dangers terminal velocity presents. Not only are you immune to injuries potentially sustained from falling long distances and hitting the ground, you are also immune to harm from other objects falling long distances and hitting YOU. No matter how

heavy or how fast, any object that slams into you whose only or at least primary force was provided through "falling" will do no harm through its weight or momentum.

(Free here, 400 CP to keep) Gravity Shift: A basic feature of this place. By stepping from one surface onto another surface at an angle difference no greater than 90 degrees from your current gravity you may alter the direction gravity pulls you, though this does not affect objects you're carrying, touching, or wearing. The stasis effect on objects not under the same gravity as you is a feature of the Garden itself and does not come with the perk in future jumps, but just for safety's sake you may revert the gravitational difference to standard at any time regardless of available surfaces in future jumps if you take the perk onwards.

(100 CP) Puzzler: The nature of the Garden is such that you will have to solve a number of puzzles to get from the beginning of your quest to the end of it. They are mostly casual puzzles of course, this was built to be a place of relaxation, but if you really feel like you need some outside augmentation this perk will give you the analytical, problem solving, and lateral thinking skills that any good puzzle solver needs.

(100 CP) Vertigone: The Manifold Garden can be a very... dizzying place. In case you're naturally prone to such things, this perk makes you immune to vertigo, dizziness, physical disorientation, and all such similar afflictions.

(100 CP) Third Dimensional: Navigating the Manifold Garden can be surprisingly tricky given how wide open and clear most rooms are. The nature of repeating structures designed for movement in all three spatial dimensions is simply much more complex than the more "grounded" layouts you may be used to. This perks gives you skill and experience in spatial thinking and 3d navigation so as to help you explore and find your way around better.

(100 CP) Speedrunner: This goes without saying but the Manifold Garden is a rather large place. To help with that this perk triples your top footspeed, sweet and simple.

(200 CP) Another Option: A quirk of the Manifold Garden's unusual gravity mechanics makes it impossible for most visitors to jump within its bounds. This perk will make it so that unless physically grabbed and held down by something or obstructed by something above you your max jump height will never drop below the height you could jump under standard earth conditions. Sticky flooring, high gravity, and even powerful downward winds will not force you to remain grounded.

(200 CP) Navigator: Trying to find your way around the Manifold Garden might be tedious to some folks, so this perk provides a mental pathfinding process. If there exists a route across terrain you've already been through to a location you know of, this perk will act as a sort of mental GPS to tell you how to navigate to where you want to go. You may add restrictions such as "can I get there while carrying this thing" or "can I get there without changing gravity" and it will alter the path if possible through space you've already "mapped" for this perk or let you know if there is not a viable route meeting the given criteria.

(400 CP) Wallcrawler: An annoying caveat to the Gravity Shift feature is that it requires you to already be standing on something to activate it, and in the Garden shifting your gravity prevents you from carrying or interacting with things under different gravity directions. This perk allows you to cling to walls and ceilings, freely moving even when the gravity shift isn't enough. If you purchase both this and the post-jump perk of Gravity Shift, you gain the ability to freely align Gravity Shift's pull whenever and whichever way you want without need for a surface to stand on once the gauntlet ends.

(400 CP) Stasize: In the Manifold Garden all the objects you interact with will freeze in place, becoming uninteractible, when you do not share a gravity direction with them. This stasis can actually be quite useful, giving you platforms and shelves to work with, so this perk allows you to apply it at will. You may apply that stasis effect to any inanimate object that you can physically touch, and it will remain frozen in place and completely inert until any person deliberately attempts to move it, at which point it will unfreeze.

Items:

In this gauntlet you may generate and place one of any item type purchased per room, effectively allowing you to "cheat in" puzzle elements. Post jump you will receive little generator factory machines that can turn raw building material into the purchased objects as needed.

(100 CP) Garden's Seeds: Throughout the Garden are these chest-sized boxes, used for puzzles in various forms. While they act as a power source for many pieces of machinery found around the Garden, what they are is seeds, or perhaps fruit would be a closer term. Outside of this jump these boxes may act as reasonably strong batteries with unlimited battery life, or planted in fertile soil to grow trees which produce more boxes of the same color (though trees grown with soil and water will have a growth time similar to normal trees instead of the near instant sprouting when grown in the specialized spots for them in the Garden).

(100 CP) Garden's Flow: What you have here is a small flat emitter of a colored fluid, enough to create a small stream. This has a number of different uses for the Garden's puzzles but has a number of peculiar properties in future jumps. This fluid is not water (though it may moisturize and fertilize plants as if it were), and shows this in a number of particular ways. The entire stream will dry up within seconds no matter how long if the source is blocked or shifted, and it may be walked on or obstruct movement as if it were a solid but pliable barrier if approached perpendicularly to its current flow. Do not drink this. It won't hurt you but it tastes vile.

(100 CP) Garden's Relays: These large laser relay pillars are frequently used in the Garden's power systems, as are the colorful power paths connected to them and box slots that usually power them. In the Garden you may place these down to alter the pathing of the existing energy relays to more convenient positions or straightforward layouts. Beyond the Garden

they have nearly unlimited power throughput, and make elaborate wiring systems much easier as the different colored paths will never short each other and therefore can cross right through each other without causing issues. Comes with wires, laser energy relay towers, and power source slots.

(100 CP) Garden's Path: Since the rooms of the Garden repeat themselves infinitely the usual method of egress and entry are no longer applicable, so instead large door frames that stitch space together between them are used. These are effectively just portals with large sturdy frames, and they must be placed and activated in person on both ends before they will connect and activate, but they're quite a handy way of getting around once placed.

(200 CP) Manifold Mechanisms: Throughout the garden the are a number of large waterwheel-powered clockwork apparatuses of utterly absurd size, powering the basic running and strange technology of the Garden. While in the garden you can place the waterwheels down wherever to power any other normally waterwheel powered element, but in future jumps they have a peculiar property in that the massive clockwork networks connected to the waterwheels you place are energy AMPLIFIERS. When placing the waterwheel you may expand the gears under it through as much empty space or nondescript solid material underneath it as is contiguously available, and the more space taken the more power the waterwheel will generate for any given amount of liquid flow through it, starting at 100% efficiency if all you place is the wheel.

(200 CP) Manifold Monoliths: These are massive slabs of material that float in the air, incapable of moving or falling in any direction except one axis. Post gauntlet you'll find that they're not TOTALLY immobile outside the axis, but require inordinately greater amounts of force to move in other directions once "activated". You can also control the blocks to have them move "up" or "down" on their own under simple criteria or just at your command, since applied gravity switching is in shorter supply.

(200 CP) Manifold Modifiers: These triangular beam emitters, whose beam can reach up to the length of a decent sized house without outside power, will alter the gravity of any object that passes through them to match the beam's angle's orientation as under Gravity Shift's mechanism. Post gauntlet these will work on people as well, and on any object with no dimension greater than the beam's length. Be careful with these, I recommend not using them outdoors.

(200 CP) Manifold Material: In case you want to recreate the grand and bizarre single shade grey architecture of the Garden elsewhere... In gauntlet this allows you to place a single bridge or platform as the once per room "cheat", but POST gauntlet this gives you enough of the strange grey material most of the Garden is built from to build a large skyscraper entirely from it with the "assembler" instead being an ex nihilo engine that makes enough to replenish the provided supply every month. The material has about as much mass as wood and is fairly easy to work in its "inactive" state, but once "activated" through a fairly simple process following steps in a provided pamphlet gains a number of unique properties: Once "active" it

is not subject to gravity besides locking itself in place compared to the associated gravity well it is placed in or near, any structure or object made of it will not move or shift unless hit with enough force to otherwise make it reach at least half the speed of the colliding object (with equivalent durability against not-momentum based damage), and despite having just enough friction for easy walking and movement seems to be mildly self cleaning so that day to day dirt and grime will fail to build up on it.

Objectives:

Now that you've made your purchases... You already know that you're going to be traversing the Manifold Garden, but let's give you some specifics on your potential goals... And the rewards for which one you choose to pursue.

Repair the Manifold Garden

The job you were called here to accomplish. Scattered throughout the Garden are 6 "God Cubes", held under protective locks attached to puzzles to keep the corrosion away from them while they are repaired and recharged. Now that they're ready, you will be traveling through the Garden's sections to retrieve them and place them back upon their pedestals in the central room where they belong.

Once all six have been retrieved, you will be sent into the deeper reaches of the Garden to acquire and place a 7th, prime God Cube. With all 7 God Cubes secured and placed, the Garden's maintenance and recovery systems will kick in and you will be led out of the Garden to enjoy one final show before you are sent on your way.

As your reward you may take the **Manifold Warehouse Theme**. Unlike most warehouse themes this has an actual use: additionally allowing you to selectively apply the various unusual features to the warehouse and any addons as you desire: the gravity shifting phenomenon, the rooms that endlessly repeat themselves, and even the selective stasis enactment. While it will be confined to your warehouse and additions, I'm sure you can find uses for this.

Raze the Manifold Garden

...or you could seek a greater prize.

The truth of the matter is that under the first objective, your victory is all but guaranteed (barring excessive drawbacks of course). Not only is the Manifold Garden designed to keep those within it safe from harm, the Garden is designed to repair itself from every threat it would and will ever be threatened by.

Much like the rooms and powering tessellations that repeat forever and ever in space, the Garden itself is a temporal tessellation, repeating forever in time. The entry of an outsider to

re-place the God Cubes, cleanse the corruption, and leave once more has happened over and over again for perhaps an eternity. Long past the point its creators vanished for certain.

All challenges you would have faced were designed to be surpassed, your path laid out to victory from the beginning. But you are not ordinary, even for an interloper. You could choose to defy the pristine geometry of the inwardly infinite garden and claim something better than a facsimile.

You could claim the heart of the garden itself.

Currently the security measures on the prime God Cube are weakened, as the Garden's other primary power sources are likewise secluded away. The path will not normally open until you've placed them... But thanks to the corruption of the Garden, and the existence of extra service paths and shortcuts you COULD, with significantly greater time, effort, and wit, cut through the layout of the Garden deeper and deeper into its layers without placing a single God Cube.

If you manage to do this all the way until you reach the prime God Cube, a journey which while technically no more dangerous than normal will be FAR more difficult and frustrating, and then bring it with you through the exit of the Garden... You get to keep it yourself.

The reward is, of course, **A Newgrown Garden**. The stolen God Cube will materialize a new addon to your warehouse (or a pocket dimension you can freely access if you don't have one), consisting of a single platform in a small repeating space like that of the original Garden, with the prime God Cube placed at its center. From this point, with time, energy, and mastery of your new artifact, you may grow a brand new Manifold Garden just as grand as the original, perhaps grander, under your own direction. Of course with an object of such great power and spatial distortion there may be many other things you can do with it as well... Just keep in mind that the God Cube is an artifact of creation and life, pursuits that involve creating things with its power will go far smoother than ones which attempt to use it for other purposes.

Conclusion

Now that your time here has come to a close, if you accomplished either of the objectives you keep all purchases you made here as well as the gauntlet reward you went for. If you gave up, or failed due to drawback-introduced failure conditions, you will be sent onwards with nothing to show for it but memories.

You may **Move On**, **Go Home**, or if you *really* want to stay here forever and completed the Repair The Garden objective, **Stay Here**.

Notes:

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Just for the sake of clarity: when this doc refers to "room" it means one full section of infinitely repeating space. Sometimes these spaces have buildings or structures within them and the individual rooms of those structures are not the Garden rooms which this gauntlet refers to.

Basically all of the things you can purchase in this doc will allow you to cheat at the puzzles, but keep in mind that while they'll all make the puzzles easier there's usually multiple puzzles in a given room of the Garden, and no single purchase here will be enough to cheese every puzzle, especially not once drawbacks are taken into account.

Gravity Shift's ability to revert gravity to its default is not available during the gauntlet.

Fall Immunity disclaimer: this only protects you from the force of FALLING objects. If, after it lands on you, the force of it simply lying on top of you is still enough to cause harm or death you had better hope that after landing on you it does not STAY on you. Similarly, very large objects falling from space tend to have knockon effects such as massive shockwaves and explosions which you are ALSO not protected against. The actual hit of the planet falling on you? Sure. The huge vaporizing fireball that incinerates the entire continent? You'll need other perks for that.

Since after you leave the garden color and gravity direction are no longer connected all items may be produced in any mundane color pattern, applied to the parts that are colored in game. Anything that is normally the default off-white will remain uncolored during production and must be detailed by other means after creation.

Garden's Flow: When is the not-water solid? Basically, when it's falling as a "waterfall" the falling liquid will obstruct you like a somewhat gelatinous wall would. When it's flowing normally along the ground it can be walked on, though deliberately digging yourself into it would cause you to sink and then eventually drop into it like a normal liquid. If you decide you want to create some kind of fish to swim in it the warehouse factory can be set to create larger emitters for an appropriately larger construction cost. If this fluid comes into contact with other liquids the colored fluid will vanish where they mix instead of diluting and expanding the other. The colored fluid will not dissolve materials like powders, and will not fill up indentations for spaces like puddles and ponds.

The various items provide various benefits to each other:

The cubes from Garden's Seeds can be used to redirect the fluid from Garden's Flow emitters, and can provide power to the various mechanisms that need powering.

To clarify Manifold Modifiers: the beam comes out looking like a dashed line of triangular prisms. The direction the tip of the triangles point will be perpendicular to the length of the beam and will always point in the direction that will become "down".

Garden's Flow can be used as a limitless source of motion for Manifold Mechanism's waterwheels, and can be used to water trees for Garden's Seeds

Garden's Relays come with the ability to interface with the boxes of Seeds and the waterwheels of Mechanisms, can be used to power Path's doors, and can be used in tandem with Manifold Monoliths to make energy relay systems dependent on the arrangement of the local area.

Garden's Path can be used to make different paths for Flow, Relays, and potentially even Monoliths. Additionally, with Manifold Modifiers you can make the doorways have different gravity, switching things' gravity orientation when they pass through.

Manifold Mechanisms directly benefits from Garden's Flow and connects with Garden's Relays without tinkering.

All other features can be affixed to Manifold Monoliths' moving blocks, allowing you to make normally static features somewhat mobile.

Manifold Modifiers can, of course, be used on everything here and they're designed to work well with the gravity switch.

Manifold Material can be used to fuel all of the other auto factories, needing significantly less material than you would if using ordinary resources.