

The title "DYSMANTLE" is rendered in a white, blocky, sans-serif font with a slight 3D effect. A thick, solid red line is drawn over the text, starting from the top left, curving upwards to form a hook-like shape over the 'Y', then descending diagonally across the rest of the word, ending in a small arrowhead pointing towards the bottom right.

You are the Survivor. After years living in an underground bunker, you have finally returned to the surface, with a singular goal: To escape from the island. Standing in your way is an island full of mutated ex-humans, malfunctioning technology, and mysterious secrets.

You will emerge in the walled-in community of Capernum. The entire neighborhood is surrounded by massive concrete walls, with only two gates in or out. From there, you will have to make your way east, to the evacuation area, but your quest to escape will eventually take you all across the island. From the frozen mountains in the north, to the steamy jungles and burning deserts in the south, to the hidden heart of the island, accessible only through the mysterious Undercrown.

You will start with **+0 CP**, and a small handful of tricks and items to assist you. Everything from your previous Jumps will be sealed away during your time here. Will you be able to escape?

Let's find out.

## **DRAWBACKS**

To start with, you will need some points to spend. You can choose freely from the following options to increase the overall difficulty that you will face. Several of these also will highlight the failure conditions of this Gauntlet. If you trigger a failure condition, your time here will immediately end, and you will be sent on to your next destination.

**Escape The Island (+0, Mandatory)** - *Base Failure Condition*. Your goal here is to escape from the island, and there is only one way to do that: Finding the four Fuel Cells needed to recharge the Escape Pod, and then using it to blast off. Due to a certain perk listed later, even death won't stop you from being able to try again if you should fall. The only thing that can cause you to fail this is if any of the Fuel Cells or the main Escape Pod are destroyed, as they all use parts you won't be able to source on the island. If that happens, you fail the Gauntlet and must move on.

**Tired and Hungry (+100)** - Ordinarily, you would not suffer from the effects of hunger or fatigue while you are here, needing to rest only to recharge items and access the effects of certain perks, and only eating to gain bonuses or heal. Now, that is not the case. You grow tired and hungry just like normal, so you better focus on gathering necessary supplies.

**Wild Swinger (+100)** - You seem to lack finesse when wielding tools and weapons. You make big sweeping attacks, which can threaten to throw you off balance and which lack the directed power of a focused and purposeful strike.

**Sink or Stay Out (+100)** - You are entirely incapable of swimming. If you fall into any water that is deeper than you are tall, you will instantly drown.

**Little Ledges (+100)** - For some reason, you treat small drops in elevation like they are much bigger than they actually are. When stepping off a ledge that is between an inch and a foot in height, or otherwise dropping a similar amount in elevation, you will treat it like you just jumped down off of a four foot tall ledge, landing heavily and having to catch yourself for a moment. This won't make those drops any more damaging, but it will certainly slow you down a bit, especially when walking down stairs.

**Twisted Breakdown (+100)** - Your Dismantle perk doesn't perfectly break material down into raw ingredients anymore during this Gauntlet. It will still help you separate different components out, but they remain in the shape of whatever you broke apart to collect them, meaning you will have to put effort into reshaping them properly if you want to use them to build something.

**Heavy Load (+100)** - Your Backpack item no longer stores material and items weightlessly during this Gauntlet. Anything that you are carrying with you will weigh as much as it normally would within your pack. The Backpack itself will hold up just fine against the strain, it will only be a matter of how much weight you are able to actually shoulder yourself.

**Pound It Flat (+100/+200)** - You just love breaking stuff. So much so that you just can't leave anything that you can possibly break standing. If you see some structure that you can break apart, and if you didn't make it yourself, you will feel an incredible urge to go and do exactly that, and you won't feel satisfied to leave an area until you have broken down everything in sight. If you choose to take the **+200 CP** version of this, this effect will apply to any structures you remember that you couldn't break earlier. Thus, when you manage to upgrade your weapons and such, you'll feel an immense urge to retrace your steps and go break whatever you couldn't manage to break before. Only plot relevant structures, such as campfires, signal towers, the Fuel Cells, Escape Pod, tombs, and the Ark are guaranteed to not trigger your mania.

**Mana Armor (+100/+300)** - Some of the monsters that you run across will have crystallized mana growing on them, which functions as a form of armor, rendering them immune to a certain type of damage, and resistant to all others until the crystals are broken. Regardless of how strong your attacks are, it will take at least two or three hits to break the armor, and the monsters won't be knocked back or otherwise harmed until the crystals are fully broken. The shape of the crystals will indicate what type of damage the creatures are immune to (spiky are immune to slashing damage, smooth are immune to blunt damage, and pebbled are immune to ranged damage). However, if you took the **+300 CP** version of this, then there is no indication of what type of damage they are immune to, so you'll simply need to test things out with trial and error.

**Being Vegan (+100/+300)** - You have a strong aversion to eating any sort of meat and in harming any non-mutated animal. Including fish, so you might as well not bother making a fishing rod. If you choose to take the **+300 CP** version of this, this aversion rises to a compulsion to act to prevent harm to any non-human animal, even mutated ones that are actively attacking you. Hope you can outrun wolves, as you will find it all but impossible to actually bring yourself to hurt them.

**No Storage (+100/+300)** - Normally, all of the 'non-ingredient' items you have (tools, clothes, trinkets, etc.) will fit magically in your backpack, easily swappable at a moment's notice. Now, however, they take up space in your bag the same as any other item, meaning that you will have to pick and choose which items you take with you, and which you leave in storage at one of the campfires. And, if you choose to elevate this to the **+300 CP** version, the storage chests at each campfire will no longer be linked together. Meaning that you will have to manually carry whatever raw materials you want to use between sites.

**Restless Monsters (+100/+400)** - Ordinarily, none of the monsters will 'respawn' unless you take the time to rest at a campfire. However, for **+100 CP**, the monsters will be respawning within a day or so of when they were killed. Resting at a campfire will still instantly respawn them, but now foregoing rest will not help keep them down. Using the Deadly Transmission function of the Link Towers will still keep them from respawning. Unless you went with the **+400 CP** version of this drawback. In that case, monsters would be 'respawning' within an hour of dying, and the Deadly Transmission will only slow their respawning out to a day or two.

**Survivors (+100/-100) - *New Failure Condition*.** It turns out, you are not the only survivor on the island. A small handful of no more than six people have managed to survive the apocalypse as well. They will be scattered around the island, singly or in pairs, perhaps holed up in a bunker like you, or maybe living on a small island away from the various monsters. They are as immune to the Pestilence as you are, but otherwise do not possess any Perks or Items. You will need to find and gather all of them and bring them aboard the Escape Pod with you when you try to escape. If you fail to collect them before leaving, or if they die, it will count as a failure for you. They are guaranteed to survive up until the point that you find them, so you don't need to worry about one of them tripping and dying while you are still all the way across the map, and you will have both a mental list of them, and a general area where they can be found to help you out. You can choose to pay **100 CP** instead of gaining it, in which case these survivors can be replaced with imported Companions. Like you, they will not have anything from previous jumps, but they will each have access to the same freebies as you, and will gain CP from the following drawbacks, if you take them: Restless Monsters, Tomb Raider, Ark Lockdown, Underworld Signal, Doomsday Signal, Snakes In The Grass, Turret Troubles, Ascension Signal, Lure of the Living, and Pesky Pestilence.

**Tomb Raider (+200) - *New Failure Condition*.** Ordinarily, exploring the various tombs that dot the island is just a side quest, one that provides some benefits, but which is ultimately unnecessary for you to be able to escape. Now, however, that is not the case. You now must explore every tomb, and uncover the secrets locked away in the depths of the jungle pyramid. If you use the Escape Pod before doing so, it will count as a failure rather than a success.

**Ark Lockdown (+200) - *New Failure Condition*.** Hidden up in a frozen facility on the island is the Ark. Intended as a repository for materials to help survive the apocalypse, its stores are mostly empty. Ordinarily, it would be a side quest for you to fill those stores with materials that you gather around the island. Now, it is a necessity. If you escape from the island before the Ark has been completed, it will count as a failure rather than a success.

**Underworld Signal (+200) - *New Failure Condition*.** Very soon after you emerge onto the island, you will detect a strange signal emanating from somewhere underground. Ordinarily, you'd be able to ignore this signal, but now, you are required to follow the signal and venture into the mysterious Underworld, a land filled with Mana to the point where massive Mana crystals grow freely. Once there, you must track down the source of the signal and overload certain relays hidden throughout the Underworld. Failure to accomplish this before you escape will end your Gauntlet in failure.

**Doomsday Signal (+200) - *New Failure Condition*.** Very soon after you emerge onto the island, you will detect a strange signal emanating from across the ocean. Eventually, you will come across a drone that can take you to the archipelago where the signal is coming from. On that island, there is a large mana-fueled missile that is set to launch into the atmosphere and irradiate the world with Mana. You must fight your way through and stop that from happening. Failure to accomplish this before you escape will end your Gauntlet in failure.

**Snakes In The Grass (+200)** - For some reason, only the wild wolves on the island have shown susceptibility to the Pestilence. All other animals seem to be immune. If you select this option, however, that will not be the case. All manner of wildlife now join the ranks of the monsters that you will face. From mutated deer and vultures, to other animals unseen in the game, such as squirrels, wasps, and yes, snakes.

**Turret Troubles (+200)** - There are many, many more turrets dotting the island than there would be normally. Armed with machine guns, missiles, lasers, and even more, you will have to pay careful attention to the sound of missiles firing or targetting lasers painting you when you come too close. What's worse, turrets will now respawn whenever the other enemies do, rather than staying destroyed.

**One Life to Live (+300)** - *New Failure Condition*. You will no longer gain the resurrection benefits of the Return To The Hearth perk. This means that your death is now a proper failure condition for the Gauntlet. Item and health restoration will still function.

**Ascension Signal (+300)** - There is a mysterious broadcast that is blanketing the entire island, and that is slowly growing in power. This broadcast will cause all of the mutated monsters you face to get stronger over time. Their intelligence will also increase, though slower than their strength does. If you are still here within a few months, they will easily be human-level intelligent and many times stronger than they were to begin with.

**Lure of the Living (+300)** - Monsters are now drawn to your scent, with the area of 'attraction' growing over time. At the start, it won't be more than a slight pull if they are just a few feet away from you. Within a few weeks, monsters within several meters of you will be turning your way the moment you are in range. In a few months, they could be drawn in from kilometers away. Don't be expecting to be able to sneak up on any of them.

**Pesky Pestilence (+400)** - *New Failure Condition*. It turns out, you aren't as immune to the Pestilence that has caused everyone to mutate so horribly as you might have thought. You are still highly resistant, showing no ill effects for your first several days on the surface. But, as time passes, you will start to develop itches and rashes. Glowing patches will start to appear on your skin, and in time, twisted growths will start to extend from your body. During the final stages, your mind will degrade, leaving you in a feral stage when the mutation is complete. You are now on a ticking clock, one which accelerates when you are exposed to the Pestilence, such as when you get close to mutated monsters. Even if you were to completely avoid them, you now have only around a year until the mutation would be complete, at which point your Gauntlet would be declared a failure. It is possible that you could study your condition, and find ways to slow its progression, but you won't be able to stop it. Best hurry to escape.

## PERKS

The first two perks listed here are free to all. The rest will cost CP to purchase that you must gain from Drawbacks.

**Dsymantler (FREE)** - This perk grants you three major benefits.

Firstly, you can hit virtually any object to damage its durability, and once the object's durability is depleted, the entire object will instantly break, even if you were only hitting it in one specific place. For large structures such as buildings, this effect will only cover a segment of it, such as a stretch of wall or a door frame and door, rather than the entire building. This effect can even translate to striking enemies, effectively giving them a health bar that will cause them to die when depleted.

Secondly, when an object is broken this way, it will instantly break apart into various raw materials, with the materials forming easily transportable and uniform chunks. So, a wooden desk might break into several uniform planks of wood upon being broken. When you kill a living being, this effect will leave their corpse intact, but they will still drop some sort of raw material as 'loot'.

Thirdly, by studying these raw materials, you can come up with blueprints for items using them, and then can instantly make said items with a bit of time and focus. It can take a few minutes to complete building or upgrading an item, but once you've done so, the materials used will be perfectly shaped into their new form.

**Return To The Hearth (FREE)** - Dotted around the island are a series of campfires, each with an accompanying storage chest. When you find them, you can focus on them for a moment to cause them to come alight. This has attuned the campfire to you. Resting at one of these campfires you've attuned provides you with a few different benefits.

Firstly, various items that you have that have limited uses will have those uses replenished.

Secondly, any injuries you have will be fully healed.

However, the most potent effect is that, in the case that you should die, you will reappear, fully healed, at the last campfire that you rested at. You will reappear with all of your clothes, tools, and CP-backed items, but any raw materials and such that you were carrying will be left behind with your original corpse, though you can, of course, go and reclaim them. You can also summon to your hand at any time a pill which, when eaten, will cause you to painlessly die, thereby allowing you to escape a situation where you might be stuck and return to the last campfire you rested at.

Note: This Perk is only active while you are here, and will be removed at the end of your stay. See the Ending / New Game Plus Sections for details on how you could retain it.

**Cool Head (100)** - There are many areas in the island where it can be easy to overheat. However, you are able to maintain a literally cool head, even in those situations. You can treat hot temperatures as if they were up to 40 degrees Celsius cooler than they actually are. In addition to this, you are able to remain calm and collected in stressful situations, such as combat, and you find it easier to come up with and stick to plans and to position yourself properly to avoid enemy attacks while taking advantage of their weaknesses.

**Hot Blooded (100)** - Even in the snow and cold, you can still keep warm. You can treat cold temperatures as if they were up to 40 degrees Celsius hotter than they actually are. In addition, you can move just a bit faster than most, in running, dodging, and attacking. You are much faster in 'charging up' a power attack to hit with all your strength, and have an edge in ferocity, allowing you to attack without freezing up.

**Farm Hands (100)** - You have a real talent for raising plants and crops. When you set up a garden plot or basic farm, the plants that you tend to will grow much, much faster, growing to full bloom in just a few days at most, and they will be extremely fruitful and nutritious. You can work with wild plants, such as berries and mushrooms, and can even grow trees to full height in less than a week.

**Good Cook (100)** - You are a talented cook, capable of making literally miraculous recipes from scratch. By just focusing on a desired effect, such as 'increased carry strength' or 'higher running speed', you can gain impressions for recipes that can help with achieving that effect. A bit of trial and error can help you to perfect each recipe. A given person can only benefit from any given recipe once (and minor changes such as adjusted proportions won't fix that), but once they benefit, the effects are permanent.

**Just Stunning (100)** - You now have a strong chance to stun your enemies for a few moments upon landing a solid blow on them, giving you a chance to land a few more blows. This power won't trigger on an already stunned enemy, so you can't stun lock them forever with this, but it can allow you to press the attack, or retreat and patch yourself up a bit before diving back into the fray.

**Chip Damage (100)** - You will never come across a material that you can't damage. As long as you can hit it with some tool or weapon, you will be able to cause at least some damage. It may take dozens or hundreds of hits to actually wear down an item or enemy's durability, but once you do, it will break like anything else.

**Animal Friend (100)** - You have a mental and emotional bond with the natural world. Wild animals will be fully comfortable in your presence, and will display a distinct willingness to assist you, from joining you in combat to finding hidden items or food for you. You are able to send out a mental 'call', which will cause an animal native to the area to simply appear nearby, ready to assist you. Only one animal can be 'called' in this way at a time, but they can be sent away and a new one called at any time.

**Mental Mapper (200)** - You have a perfect mental map of the areas that you have explored. This map fills in as you travel, and it operates all around you, even through walls and floors and such. Standing at the front door of your average suburban house, you could gain a vague sense for the shape of the rooms inside and detect beings moving around within them. You'd need to actually enter a room to detect more detail about the contents, such as furniture.

**Stealthy Dodger (200)** - While you may need to fight, in many cases it would be advantageous to avoid conflict, and you have a few edges in that area. For any being you are aware of, you can tell the area of their own senses. Where they can see, where they can hear, etc., as well as how aware of your own presence they are. You have a knack for moving without drawing attention to yourself, and, in cases where you are detected, you have a talent for dodging quickly and accurately, moving out of the way of attacks just as far as you intended to, without needing to worry about dodging 'into' attacks or an enemy's reach.

**Careful Searcher (200)** - You excel at finding raw materials. Firstly, you are able to just take one look at an object, and work out what sort of raw materials it would 'drop' if you broke it. Secondly, and more potently, when you manually search through some container or area for raw materials, you will find more raw material than actually existed before you started the search. If you search a closet that 'actually' had only four outfits in it, when you are finished you'd end up with six or seven. This effect will only increase what was already there, it won't make something appear where there was nothing, and it won't work on an area that you have already searched, or which you or someone you know has interfered with. Still, in new areas, it can be a very useful bonus.

**Turret Maker (200)** - You have the knowledge of how to build semi-autonomous turrets that will target your enemies when they come into range. These turrets can be equipped with machine guns or missiles, and will magically regenerate ammunition over time. You can store up to half-a-dozen turrets that you have created, and then mentally deploy them nearby you, as long as you are not in combat yet.

**Mana Scientist (300)** - You have a tremendous knowledge base, equivalent to a dozen doctorates in a wide range of fields, from biology to mathematics to physics to engineering and more. Along with this expertise, you also have an intuitive ability to determine how Mana and similar supernatural phenomena fit into the general rules of the world. From there, you could easily manage to duplicate and potentially even expand upon the strange advanced technologies that you may have run across during your time here.

**Techhead (300)** - Somehow, you are able to detect and interface with advanced technology remotely. This can allow you to interact with computers and terminals through walls, as well as allowing you to take control of defense systems such as turrets, causing them to attack your enemies rather than you. This ability will not be fully effective on the four great automatons that you will have to face here, and other technology of that level, but it could still allow you to disrupt their movements or aim while you are facing off against them.



**Timeshifts (400)** - You have become a focal point for the temporal-distorting properties of mana, allowing you to affect the flow of time in an area around you. This can range from causing foes attacking you to move slower, to speeding up your own speed of movement, to negating other temporal distortions in the area. Low-level use of this ability can be maintained constantly (something like a 10% increase or decrease of time speed in the area), but bigger usages can exhaust you for a time, resulting in the power going on cooldown for a while. The magnitude of the changes you can make and maintain can grow over time.

**Riftwalker (400)** - You have gained the ability to travel safely through so-called 'mana rifts', which can be found throughout the island. These rifts act as one-way wormholes, transporting you from one location to a nearby location instantly. You are able to detect and freely open any 'naturally occurring' rifts, as well as similar phenomena you might encounter in the future, as well as create your own. To start with, you will have to build up a charge, and your endpoint will be somewhat random, arriving in a safe location nearby where you started, with only rough control over the direction of travel. As you practice, you will be able to open these rifts faster, and with greater precision over the endpoint. It is possible for you to hold open these rifts, allowing others to safely travel through them.

## ITEMS

All of the items listed here can be summoned and dismissed at will. If they are damaged, they will reappear fully repaired. Some of them may have limited usages or ammo, which will replenish or restock as listed in the item description.

**Backpack (FREE)** - A handy backpack which is capable of holding far more than it seems like it should be able to. It has been upgraded, with ten 'slots', each of which can hold a total of eight 'copies' of a given item. Items in these slots won't increase the weight of the pack at all, only items that are actually placed physically within the bag will make it heavier (and take up any real space within it).

**Trusty Crowbar (FREE/100/200)** - A handy weapon and dismantling tool, all-in-one. This crowbar has been fully 'upgraded', meaning it is tough enough to break through thick wooden tables and thinner wooden doors, and can take down weaker ex-humans in just a couple of blows. You can instantly summon this item to your hand, and dismiss it as well when you don't need it. For **100 CP**, you can 'upgrade' this to also grant you one of a sickle, katana, machete, wrench, or baseball bat, with your second tool also being fully upgraded, as well as summonable and dismissable. For **200 CP**, you can gain a third tool from the following choices: An axe, a sledgehammer, or a riot shield.

**Medical Kit (100)** - A kit containing six bandages and a dozen medical pills. The bandages are able to heal your wounds over the course of several minutes, with two bandages being able to bring you from the edge of death to fully healed. The medical pills can instantly heal a specific wound or injury, such as a nasty bite wound or broken arm. They will replenish when you rest at a campfire (or when you sleep or eat a meal after this gauntlet), but will also reappear over time, with new pills appearing each hour, and new bandages every two hours.

**Handy Trinkets (100)** - A trinket is a small item that has a minor effect on you, ranging from a slight increase to your overall health to a faster dodge to an increase in 'item pickup range'. You now have three such trinkets to provide you a benefit, taken from the canonical trinkets. The Old Pocket Watch or Digital Wrist Watch Trinkets will take up two trinket spaces, if you choose them. Alternatively, you can have this purchase make you a single custom trinket that has an effect with a similar scale to the canonical trinkets. This purchase can be taken multiple times.

**Portable Camping Kit (100)** - A small kit that comes with a small stove and bedroll, allowing you to set up a small camp wherever you happen to be. This allows you to make use of the first two traits of the Return To The Hearth, replenishing usages of items as well as restoring your health. It takes a few minutes to set up and take down the camp. As long as there aren't enemies nearby while setting it up, you will be safe from having them stumble across you while you are resting here.

**Throwing Weapons (100)** - This can either take the form of a set of a dozen throwing knives, half-a-dozen fragmentation grenades, half-a-dozen proximity mines, or half-a-dozen stun grenades. Whatever set is chosen is very easy to aim and throw, flying precisely where you aim them. They can be summoned to hand when you want to throw them, and the knives will vanish a moment after impact, as will the shrapnel from the grenades or mines. Their usages will replenish when resting at a campfire (or when sleeping or eating a meal after this gauntlet), but they will also slowly reappear over time, with a new knife appearing every five minutes or so, and a grenade or mine every ten minutes.

**Ranged Weapons (100)** - A ranged weapon of some kind. This can either be a hunting rifle, with eight shots that replenish once every eight minutes; a shotgun, with twelve shots that replenish once every ten minutes; or a mana crossbow, with only six 'shots' but causing a small mana explosion on impact, and replenishing once every twelve minutes. The mana crossbow bolts can sometimes be retrievable. All shots will replenish when resting at a campfire (or when sleeping or eating a meal after this gauntlet).

**Seed Bag (100/200)** - A bag for containing various kinds of plant seeds. Any seeds stored in it will always be fresh and viable, you can identify what plant any seed in the bag will grow into, placing a piece of fruit or vegetable into the bag can instantly convert it into some seeds, and once per day, you can simply create two or three seeds which match any seed that has been stored in it before. For **200 CP**, the seed bag will condense mana into mana beads over time, at a rate of roughly one bead every six hours. It will also grant you the ability to plant mana beads, resulting in strange blue plants which will sprout more mana beads on their branches.

**Perfect Outfit (200)** - A set of clothes (hat, shirt, pants) with whatever style or appearance you want, which you can change freely with a few spare minutes. You are able to link up this outfit to up to three other outfits that you own, allowing this single outfit to unite all of the benefits of the linked outfits (protectivity, protection from the elements, etc.).

**Undercrown Radio (200)** - A portable radio, which, in addition to linking to normal broadcasts, can also receive the 'Undercrown Station'. Unlike the recorded broadcasts of the Crown Station, the broadcasts of the Undercrown Station are dynamic, describing the local area wherever you happen to be. These broadcasts can contain warnings of particularly dangerous monsters in the area, or hints on locations of rare materials, and in a pinch, you can turn up the volume and use this as a monster lure, distracting your foes while you sneak around them.

**Training Obelisk (200)** - A large black obelisk that you can summon nearby. It can only be activated when actual enemies are not nearby, and upon activation, it will block off the local area with a barrier. Within this barrier, you can summon copies of various enemies that you have seen, allowing you to practice fighting them. None of the damage that you take while within this active barrier is actually real, and ammo or item uses will not be used up when the barrier is taken down. You can also undergo set challenges, such as defeating a set of enemies with a specific weapon and within a certain time limit, which will result in rewards of raw materials if you are successful.

**Compass (200/400)** - A fancy compass that allows you to 'fast travel' while holding it. In addition to allowing you to travel to any Link Tower that you have activated, it can also allow you to travel to any place that could be classified as a 'major landmark' which you have visited and spent a couple of minutes 'attuning to' with the compass. In essence, if a location could qualify as a 'tourist attraction' in a functioning society, it can qualify as a fast travel location for this. Up to three dozen locations can be attuned to at one time (Link Towers included), and if a location is discarded, you must revisit it to retune to it. You can't fast travel while in active combat. For **400 CP**, the Compass is enhanced with advanced triangulation, removing the limit on where you can attune it, and giving you up to one hundred saved destinations.

**Deadly Transmitter (300)** - A handy pole that can be set up and activated to saturate an area of up to a kilometer with a transmission that prevents enemies from respawning within that zone. It also will inhibit any sort of healing abilities that enemies have, and will even cause them to slowly lose health when they are close to the pole.

**Shelter Disc (300)** - A small metal disc that can be placed on a wall or floor to instantly transform into a thick metal hatch that leads into a survival shelter that could comfortably hold a population of a dozen people. It is stocked at the start of each Jump with enough supplies for a few months at full capacity. Any supplies stored in it will be held in stasis when it is returned to travel size. It can't be shrunk while living beings are inside of the shelter, but when it is empty, you can instantly summon it to you in travel size, causing it to vanish from its previous location.

**Tabula Rasa (300)** - A large deserted island, accessible only with a small handheld device you have that can form a portal to the island, and when used on the island, will form a portal to the last place the portal was opened previously. The island is empty, perfect for building whatever comes to mind for you, and structures you raise on it will persist. Occasionally, bits of debris will wash up on the shore of the island, which can be broken down into materials by you.

**Khopesh (400)** - An ancient weapon possessing lethal power. Forged from mana infused metals, you are able to unleash shockwaves of energy with every swing. With this particular kopesh, you are able to manipulate the energy released, such as turning it blunt to gain damage capacity when striking metal or stone, or binding it into a shield when you try to block with the weapon. Can be upgraded over time with various mana-infused materials.

**Power Fist (400)** - A set of large, powerful gauntlets. When used, they can emit mana-based lightning, which will arc through nearby materials, weakening their structural integrity. They can also allow for manipulation of raw mana or other high-energy materials safely. Can be upgraded over time with various mana-infused materials.

**Beam Gun and Laser Sword (400)** - A pair of items based on principles that allow for extraction of energy from mana. The beam gun can fire a beam of energy that can charge electrical devices or stun and damage enemies over time. The laser sword can carve through most materials very quickly, but has a special safety so it won't damage its wielder.

## ENDING

Well, you did it. You managed to fix up the Escape Pod and escaped from the island. In addition to keeping all of the Perks and Items that you purchased (save for Return To The Hearth), you will also gain the following Perk:

**Mana Fount** - You are now a source for tremendous amounts of the mysterious energy known as Mana, and have an in-depth knowledge of how to manipulate its effects. Mana has a few different effects, and may have new ones for you to discover. Firstly, it can generate large amounts of raw heat and energy. Secondly, it can be used to transform raw materials into other raw materials (raw hide into iron, carrots into circuitry, etc.). Thirdly, it can create distortions in both space and time. And there may be other effects out there, just waiting to be discovered.

There is also a bonus condition, which you may or may not have met. If you managed to go through the entire game without dying, and you completed all of the tombs along the way (in effect, if you completed the requirements of the **One Life To Live** and **Tomb Raider** drawbacks, regardless of whether or not you actually took them), you will gain the following item:

**Surreal Key and Door** - A mysterious door in your Warehouse, with an equally mysterious key that you can summon to your hand at any time. This door can be used, once per Jump at any time before the Jump ends, to start the Jump all over again, returning you and any Companions you have (including native Companions you've recruited) to the very beginning. Any 'progress' you've made (skills you've learned, items you've collected into your inventory/Warehouse, etc.) will be retained, but everything else will be reset. This does reset the time limit on your stay in that Jump, so use this power wisely.

Now, you may choose to continue on with your 'chain, or you could choose to risk it all with New Game Plus.

## NEW GAME PLUS

Normally, your story here would end when the Escape Pod lifts off. However, the lore tells a longer and more tragic tale. In the game, the Survivor lifts off, but ends up cast backwards in time, to the ancient age when the earliest native inhabitants of the island were just developing as a civilization. He loses an arm, and becomes the One-Armed King, seeking to help and guide the people. However, the Pestilence that has struck the island now follows him. He ends up buried alive by the natives, who hope that this will prevent the plague from spreading further. This proves to be part of a cycle. The natives fall, the buried king is eventually released, wrecking havoc for a time, before managing to take control over the new, modern civilization. Once in control, he prepares for the pestilence, but the preparations fail to be enough. He retreats to an underground bunker, only to eventually emerge and seek to escape the island. And on and on the cycle repeats.

Your task will be to break it.

So, if you wish, you may choose to continue after the liftoff of the pod. You too will end up cast backwards in time. The various Drawbacks that you have taken will be removed, and you will continue with a new quest: Save The Ancient Civilization.

**Save The Ancient Civilization - *New Base Failure Condition*.** You have escaped the island, but you were pulled back to it in an ancient era. The natives of this island are currently doomed to perish, either from the effects of the Pestilence, or from some other danger. They would leave behind only ruins. Your task now is to prevent that, somehow. There are no set tasks for you to complete to accomplish this, only dangers for you to watch for. In the recorded histories, the One-Armed King (aka you) is fated to be blamed when the Pestilence rises and the natives begin to turn into ex-humans. They would seek to execute you, and, upon finding that those efforts fail, they would seal you away within a massive pyramid. If you fall to the canon ending of the One-Armed King, it will count as failure, stripping you of everything and sending you onward to your next Jump. So, you must find a way to prevent the natives from turning on you. In addition, you must find a solution to the Pestilence, preventing it from wiping out the natives, as well as defending them from whatever other dangers might arise. You will need to set them on a course such that they would still be alive and thriving at the point when the 'modern settlers' would arrive on the island, established with the knowledge to be able to defeat the Pestilence if / when it arises once more. Once you reach that point, where the cycle is broken and civilization will survive, you will be notified and your Gauntlet will end. You can expect this to take many, many years. Centuries, if not millenia.

If you took the Survivors drawback (either version), the survivors you've gathered will be brought to the past with you. You will no longer be responsible for their welfare.

If you took the One Life to Live drawback, you will now gain the effects of Return To The Hearth once you are in the past.

If you took the Pesky Pestilence drawback, you will be cured of the Pestilence once you are in the past, and will be immune once it starts appearing in the past.

If you won the Surreal Key and Door prize and you choose to use it in the past, it will return you to the point when you arrived in the past.

Even in the past, you will still find the mysterious campfires that allow you to benefit from Return To The Hearth, though they are no longer accompanied by the handy storage boxes.

If you fail here, you will lose your earlier prize(s), as well as all purchases and freebies, and be sent onward with nothing.

If you succeed in your new task, you will gain the following perk, in addition to the rewards you've already received.

**Immortal King** - You are immortal. You have the full benefits of Return To The Hearth, which can be triggered any time that you eat a meal or sleep. Should you die, you can revive at any of the last dozen locations where you ate or slept. You can select which of these dozen locations you wish to revive at ahead of time, and if your selected location would be immediately dangerous to you, you will be shunted to one of the other locations randomly. You don't actually need to eat or sleep, though you still can enjoy both of them.

# NOTES

## VERSION HISTORY

V1.2 - Updated in light of the Dismantle Doomsday DLC.

- Added the “Sink or Stay Out”, “Turret Troubles”, and “Doomsday Signal” Drawbacks.
- Renamed the “Signals From Below” Drawback to “Underworld Signal”.
- Updated the “Survivors” Drawback.
- Added the “Turret Maker” and “Mana Scientist” Perk.
- Updated the “Dysmantler” Perk.
- Adjusted the price of the “Animal Friend” and “Timeshifts” Perks.
- Added the “Tabula Rasa” and “Beam Gun and Laser Sword” Items.
- Updated the “Handy Trinkets” and “Compass” Items.
- Split the “Throwing Weapon” Item into a “Throwing Weapon” and a “Ranged Weapon” item.
- Added the “Surreal Key and Door” prize.
- Adjusted the wording of the “Mana Fount” prize.

V1.1 - Updated in light of the Dismantle Underworld DLC.

- Added the “Little Ledges”, “Heavy Load”, “Mana Armor”, and “Signals From Below” Drawbacks.
- Added the “Just Stunning” Perk.
- Updated the “Pound It Flat” Drawback.
- Updated the “Cool Head” and “Hot Blooded” Perks.
- Updated the “Trusty Crowbar”, “Throwing Weapons”, and “Seed Bag” Items.

V1.0 - Release

By default, barring any additional drawbacks, the only ‘quests’ that you absolutely have to complete are finding each of the four Quadrumvirate automatons, claiming the Fuel Cells from them, hooking them into the Escape Pod, and then finding and boarding the Escape Pod after it teleports to the Crown. Any other quests can potentially be bypassed, due to this being real and not a game.

You can safely assume that items and capabilities that are included in the game can be developed, such as Animal Treats or the Builder’s Kit or the Material Transporter. They just will not necessarily be given CP-backing in future worlds.

If you take both the **Survivors** and **Lure of the Living** drawbacks, your fellow survivors will not start attracting the attention of monsters until you find them.

If you take both the **Survivors** and **Pesky Pestilence** drawbacks, your fellow survivors will also lack immunity to the Pestilence, and will start degrading from the start. That said, you will not fail if they go completely feral, you will just have to capture them and drag them into the Escape Pod with you.



For **Careful Searcher**, the phrase 'you or someone you know has interfered with' is intended to mean that, if you had any hand in some objects being placed in a given area, you will not be able to use this effect to multiply them. So, you can't take some gold coins, throw them into some bushes, and then search for them and get more than you started with. You also can't hand them off to someone else and have them hide them for you to search for them.

Here is a list of the various trinkets you can gain from **Handy Trinkets**, and their various effects:

- Flashlight - Allows you to generate beams of illumination from your body.
- Blood Bag - Makes you generally healthier and more durable.
- Laces - Lets you store more items in bags that you are carrying.
- Sweat Bands - Increases your running speed.
- Dice - Makes you luckier at hitting weak points in items and enemies.
- Bandolier - Increases ammo / uses of ranged weapons.
- Baseball Card - Increases 'knockback' when you hit an enemy.
- Berserker Charm - Increases damage you give and take in combat.
- Shiny Piece of Metal - Allows you to deflect some of the damage you take.
- Hand Wraps - Increases the power of your melee attacks, especially power attacks.
- Counterweight - Increases the damage you deal when you hit a weak point.
- Dentured Fangs - Lowers your health greatly, but allows you to drain life when attacking.
- Shock Absorber - Increases your speed when dodging and rolling.
- Ice Brick - Lowers your temperature and that of your immediate surroundings.
- Rabbit's Foot - Grants you a chance to evade attacks against you.
- Tackle - Draws in fish when fishing.
- Hot Water Bottle - Raises your temperature and that of your immediate surroundings.
- Camo Netting - Makes it much harder to spot you at a distance.
- Lightning Rod - Grants you a chance to stun an enemy when you attack them.
- Gyroscope - Greatly heightens your sense of balance.
- Magnifying Glass - Raises your perceptiveness, making it easier to spot rare materials.
- Material Magnet - Draws in small items and raw materials from a distance.
- Rubber Duck - Can teleport you out of the water to a random surface nearby.
- Thimble - Hardens your skin against piercing effects.
- Golden Ferry Tokens - Causes Return To The Hearth (and similar effects) to bring anything you were carrying with you when you revive.
- Old Pocket Watch (Requires 2 Selection Picks) - Creates a zone where time is slowed.
- Digital Wrist Watch (Requires 2 Selection Picks) - Accelerates your personal speed in time.