



ALL YOU NEED IS **KILL** EDGE OF **TOMORROW**

A Jumpchain CYOA



Your eyes are closed, and you're about to wake up. What a weird dream.

You remember your squad-mate waving some paperwork at you when you woke up.

You can feel the bunk's mattress below you, and sheets on top of your body.

You remember a day of PT around the barracks, eating at the mess hall, wondering how soon you would fight.

There's movement around you, people in your squad already awake.

You remember seeing the Full Metal Bitch and Special Forces guys around the base.

You hear your squad muttering rumours of an upcoming offensive.

You remember the orders – anyone in a uniform was being mustered for combat the next day.

You feel hungry, and wonder if you'll be doing any PT before breakfast.

You remember climbing into a Jacket the next morning, totally unprepared for combat.

You can hear footsteps approaching your bunk.

You remember your squad being wiped out. You remember desperately fighting the invaders. You remember through sheer luck killing one of the invaders – somehow different to the others.

You remember dying.

"Keiji, sign this." One of your squad mates is waving some paperwork at you

SITREP

Earth has been invaded by the alien Mimics, and humanity is on the brink of destruction.

The Mimics are stronger, faster, tougher than any human, and to respond to this, humanity now equips its soldiers with Jackets; powered armour that allows them to carry heavier weapons, move faster, and survive blows that would pulverise a regular human soldier.

Even still, the Mimics are winning. Their tactics and strategy were shaky at first, but they improved almost overnight and now they seem to know humanity's every move beforehand, as if their seemingly endless numbers and individual toughness weren't already enough.

Their secret is: they cheat. Their collective has the power to live out a scenario, and if it fails, they can send the information back in time to their earlier self, learning everything that happened during their initial attempt, then able to repeat it in a different way, over and over again, until a successful outcome is reached.

Wins are few and far between on the human side, but the recent Battle of Verdun has given them a glimmer of hope.

The only chance humanity has is to use their own time-cheating power against them - just like Rita Vrataski, the Angel of Verdun, certified Full Metal Bitch. But her ability to cheat death by resetting just like the Mimics loops has ended, and now someone else's has begun.

Setting Choice

You Must Pick One

Edge of Tomorrow

The movie adaptation. A more contemporary, 'realistic' setting with a slightly-better-than-modern level of technology. In this option, the Mimics are fast more than tough, and can be killed at close range by standard guns. If you select this option, you begin at Heathrow Airfield in Britain.

All You Need Is Kill

The original Light Novel/Manga. A setting with more advanced sci-fi equipment. The Mimics of this version are significantly more difficult to kill than the previous option. Even a 20mm round is only somewhat likely to bring one down, and the best method for a kill is a pile-driver shot to its centre mass. It is usually reckoned that it takes four Jacket-equipped soldiers to bring down one Mimic – and the Mimics have the advantage in numbers. The Mimics also produce a type of nano-plague, actively poisoning the Earth where they've been and turning the ocean into toxic soup. If you select this option, you begin at the JSDF base on the Flower Line, in Japan.

If you pick this option, you must select **The Tough Ones** drawback (you still get the points).

Select whether you want to use this as a Jump or a Gauntlet.

Gauntlet Option +0cp

By selecting this option, you have chosen to make this a gauntlet, the conditions of which are listed below. There is no drawback limit. You have the opportunity to earn things marked as gauntlet rewards by succeeding at your Mission.

Whatever you've obtained from other worlds or jumps is inaccessible here. You have only your basic Bodymod purchases to rely on, initially.

Your prior memory of precise events that happen in All You Need Is Kill or Edge of Tomorrow, and even what is mentioned in this document, is distorted and unclear. You might recall vaguely that there's an alien invasion, there's something about time loops with soldiers in power armour, but none of the plot-specific details: names, places, who lived, who died, if the story ended in a win for the humans or the aliens, etc.

The good news is, dying here doesn't end your chain. The bad news is, dying here doesn't end the gauntlet. Chances are that'll happen quite a lot.

The gauntlet starts on Keiji's/Cage's first reset – after their first death.

Jump Option +1000cp

You have chosen to take it as a standard Jump, with all that it entails, like access to prior Jump purchases and the mandatory 10-year duration.

The drawback limit is capped at +600cp. You are ineligible for anything listed as a gauntlet reward.

Insertion Choice

Gauntlet: You may only select **Keiji/Cage**, **Jumper of Verdun**, or **Along For The Ride**

Jump: You may only select **Drop In** or **UDF**

Keiji/Cage - Free

You are a soldier in the military, sent into battle against the Mimics. In your first loop, you encountered a certain type of Mimic before you died – but instead of that being the end, you’ve just woken up exactly where you were a day before the invasion. Effectively, you are caught in a time loop that resets every time you die, and only by using this power against the Mimics does humanity have a chance.

You replace the protagonist, Keiji Kiriya (AYNIK) or William Cage (EOT) at the very start of the second time loop - you probably just jumped awake, remembering clearly that you’ve just been killed. You have Keiji’s/Cage’s memories of what happened leading up to this point. Your combat ability is...minimal.

If you take Edge of Tomorrow and this option, you must take the **Maggot!** drawback (you still get the CP).

Jumper of Verdun – 300cp

You *aren't* the looper, and you don't take the place of Keiji or Cage. You instead replace Rita Vrataski and your role is to train, coach and motivate Keiji/Cage, who does have the time loop power. It is their success or failure that will end this gauntlet.

You are reset, along with the rest of the world, at the start of each of Keiji’s/Cage’s time loop.

You do not remember anything from one time loop to the next, but you *do* come front-loaded with the experience, fighting skill, gear, support and fame that Rita possesses at the start of Keiji's/Cage's loops, which as a war hero and member of US Special Forces is quite considerable.

Be warned that using this option makes it impossible for Keiji/Cage to succeed without your extensive assistance, both before the battle begins and after it commences.

Along For The Ride – 200cp

Instead of replacing Keiji/Cage or Rita, you insert alongside them and will experience the loops with them. Whoever (you or Keiji/Cage) dies first, cuts to black until the second one dies, then you both reset to the start of the next time loop.

This option makes the gauntlet much easier in some respects. There is more moral support since Keiji/Cage isn't alone in experiencing the loops. You can try twice as many things in one loop.

However, an extra person in the loop definitively throws off whatever plot rails existed for the other characters. It makes it outright impossible for Keiji/Cage and Rita to accomplish the goal of breaking the loops. You have to be the one that completes The Mission.

Drop In – Free

You appear in the world straight from your previous one, with no extra memories or personality.

UDF Soldier – Free

You insert as a UDF soldier of no particularly outstanding quality or status. Because the UDF is a global initiative, soldiers from all over the world are transferred where they are needed. Your background might come from almost any nation in the world, including refugee populations from nations already destroyed by the Mimics.

The Mission

Gauntlet: You Must Pick One

Kill the Omega – +100cp

The Mimics are comprised of three types of Mimics: The warriors, the Alphas, and an Omega.

Alphas are equivalent to a field commander, and transmits a signal to the Omega on its death to initiate a reset. The Omega itself is a huge, slow-moving organism which manipulates time, which normally hides safely behind the lines.

In order to succeed at breaking the time loops, the Omega must be identified, located and killed far behind the battle front – but just as importantly, the Alpha who triggers the reset cannot die first.

This is more easily said than done, as you will need special equipment and help to find its hiding place and kill it. Incidentally, taking out the Omega wipes out the brain of all Mimics on the planet.

Kill the Server – +200cp

The Mimics have a more complex system to deal with. In addition to the regular warrior type, there are Server Mimics and Backup mimics. The Server Mimics are a bit different to regular ones. The Backup types look identical to the regular warriors. The good news is the Server and Backups are mixed into the main wave and require no special equipment to kill.

The tricky part is you've got to destroy the antenna on the Server Mimic to prevent a fresh back-up being made, kill all the Backups, and only then perform the finishing blow on the Server.

Taking out a Server in this way only stops the local Mimic force from winning, but it's still a victory for the purposes of this gauntlet.

This mission comes with an additional difficulty.

Once you achieve your mission, the gauntlet ends.

Gauntlet: Mission Complications

So you're looping through time. How can you lose?

If you're Keiji/Cage or are looping alongside them, the resets will start to cause headaches and migraines, which increase in severity the more loops are done. Luckily this won't happen for hundreds of resets, but the danger is still there. Eventually the pain could become so intense you can't function, and Jump-chan will end the gauntlet because winning has become impossible.

Receiving a blood transfusion will end your ability to continue in the time loops: as in, the loop you receive the transfusion in will be your last one. If you're Rita, then if Keiji/Cage receives the transfusion, it's the last chance you have for a win.

The above two problems don't affect you if you're inserting as Rita, but they'll still affect Keiji/Cage, and thus your chances of success and failure. If you're along for the ride with Keiji/Cage, both of you experience the headaches, but if one gets a blood transfusion, the other can still reset the loop.

Gauntlet: The Mimic's Reactions

On the other hand, no matter what your insertion is, the Mimics will gradually become aware that someone is looping with them. At first, they may not notice.

After a few loops, they will suspect that something is wrong, understanding that their strategy should be successful but not understanding why they are resetting for no reason.

Then they will determine a human is looping with them, and they will begin searching for the source – you, or Keiji/Cage.

They will narrow down their attention to the looper's unit or the places the looper was active in previous loops. They will put in place countermeasures - such as mixing up their strategy or the position of their Alpha or Backup units - specifically to try and throw off the time looping ability. If you have visions, they will try to feed fake info into the vision. The process might take more or less loops, but it's inevitable they'll home in eventually.

Finally, they will work out which human specifically is looping, and start using strategies like non-lethal capture or exsanguination to avoid triggering a loop, targeting the aberrant human to force a reset if it looks like they might lose, and trying to disrupt any chains of events set in motion. The more loops you go through, the more the Mimics will also learn about you.

Skills

Gauntlet: As you loop through this gauntlet, you will acquire learned and practiced skills in several areas. These skills can be upgraded into Perks for **100cp each**, providing additional benefits.

*If inserting as Rita Vrataski, you will be front-loaded with the un-upgraded version of these skills. They are marked with an asterisk.

Jump: You must purchase a skill at its basic level for **50cp each** and pay **100cp** for each upgrade.

Kiri-Oboeru / Cut and Learn*

Fighting over and over again turns you into an excellent combatant, learning to read an enemy's moves and deciding on the best way to attack them.

When upgraded, enemies that outnumber you have much less of an advantage against you, as you can clearly tell from their body language and spacing which you need to strike first, second, third, and so on.

Jacket Jockey*

A perfunctory amount of training is needed to learn to use a Jacket, but you won't get the most out of it unless you turn off its auto-balance and limiters and learn to move and fight without them.

When upgraded, your training in this world's Jackets carries over to all types of powered armour, able to use them, and able to push them significantly beyond their on-paper specs by disabling any limiting safety systems. You just don't need them with your level of skill.

Break Down Every Second*

You need to stop thinking in minutes, hours and days. In the time loop, every second counts, and no more so than during combat. You have an excellent track of time, and your reflexes are honed to the limits of your body's speed. This speed is improved in a Jacket or powered armour.

When upgraded, your mental estimate of time is accurate to fractions of a second, and your reflexes are among the best in the world.

Mimic Cracker*

Sooner or later, you'll probably want a weapon that doesn't run out of ammo, and take full advantage of a Jacket's servomotors to learn to fight with a weapon that weighs hundreds of kilograms without killing yourself in the process by inertia.

When upgraded, you can use any object you can lift with skill, accuracy and power, and have no chance of accidentally harming yourself or those around you while wielding it.

Special Instinct*

Server and Backup Mimics look identical to the normal ones, but some indistinct sense allows you to recognise them when you see them.

When upgraded, you will be able to subliminally recognise other individuals who are somehow connected to altered timelines. Those who can manipulate time, who might be receiving or sending tachyons, who have travelled through time, who are stuck in a time loop, that kind of thing.

Autopilot

The time loops can become so repetitive that you can feel like you're on autopilot. That's what this is. While on "autopilot", you aren't affected so much by your surroundings, walking through scenes of bloody carnage. You can perform the same action or sequence of actions over and over without deviating. When upgraded, you can mentally zone out – effectively "fast forward" yourself through a time loop where you have done everything before and intend to do *exactly* what you did last time, up to the point where you want to do something differently.

We've Been Through Worse

The pain of dying doesn't go away, but you'll get used to it. Physical trauma doesn't 'stick' to you or have as much of an impact on your psyche.

When upgraded, experiencing the same injury reduces the pain you experience on each subsequent time the same injury is inflicted on you (eg: impaled through the torso).

Visions

As you are brought back to life, in the instant between death and reset you receive flashes of vision from the perspective of one of the special types of Mimics that you need to kill for your Mission.

As loops progress, these flashes or snippets will become clearer and more detailed.

However this bridge is both ways. When the mimics reset, the Omega/Server also sees a snippet of your perspective.

When upgraded, any time you die and are brought back to life, you are granted a vision from the perspective of whatever killed you – not their perspective as you were killed, but perhaps scenes leading up to that point, revealing where they've been beforehand or the method or reason for your demise.

Thanks For The Battery

Sooner or later, you'll work out where all the useful gear can be scrounged – both around the base that can be traded for favours, and on the battlefield to extend your survival and reach your objective.

When upgraded, you will continue to be able to find useful equipment in a variety of places. After this gauntlet, surprisingly some might even be compatible with your out-of-jump gear.

Checkflag

If you loop long enough, it'll become second nature to recognise cause and effect between your actions and consequences further along the loop.

When upgraded, you gain a sense for causality; when you experience an event, you gain a sense of how easy or difficult it would have been to push that event into a different outcome.

General Perks

These abilities aren't learnable without purchase.

Hollywood Cast – 100cp

You've got the kind of face that would be plastered on movie posters or TV ads if you lived a civilian life. Your general appearance has been adjusted to be a bit more "movie star" than before.

Farell's Ironic Notion – 200cp

"Through readiness and discipline, we are masters of our fate". Under normal circumstances, Master Sergeant Farell would be mistaken. In war, death can come no matter how well a soldier prepares themselves. Yet perversely, Farell is right – if you can loop through time. With such power, any possible result in your sphere of influence can be achieved. The flipped coin lands on its edge. Running through a barrage of bullets unscathed.

Reading From The Script – 200cp

As time loops proceed, Keiji notices that events take a preferred path, and it takes some effort on his part to send events on a different course. With this perk, timelines are elastic, able to be bent, but preferring to return to a path of least resistance and minimal change. Think of it as containing the wind from the wings of a butterfly.

Nanite-Proof Lungs – 200cp

Equally as dangerous to the world as the Mimics themselves are the nanobots they carry and spread. Their purpose is to transform the Earth into a place their creators could call home, and they will eat any kind of organic matter to do so – including the lungs of any soldier exposed. With this purchase, your immune system will be strong enough to treat nanite attack as a regular infection. It'll probably lay you low and in quarantine for a while, but at least your immune system won't just shrug and say "shit's fucked, rip".

Items

Gauntlet: You will be able to find anything you need to complete your mission within the world itself. However, you may wish to purchase the options below. This guarantees that you will be able to find them easily during your loops, and makes them available afterwards.

*If inserting as Rita Vrataski, you will be front-loaded with the items marked with an asterisk.

Jump: Purchase items at the listed price.

Jacket – 0cp* for Gauntlet, 100cp for Jump

Jackets can lift hundreds of kilograms, run as faster than any unassisted human, and represent the pinnacle of human armour technology. They can turn a raw recruit into a deadly machine, and are integrated with a comm system, ammo counters, radar and other handy utilities for the grunt of the fuure.

AYNIK version: Handheld 20mm rifle; 3-shot rocket launcher, 20-shot 57mm Pile Driver.

EOT version: 7.62mm assault rifle with attached 40mm grenade launcher, 20mm autocannon, rocket pod, three 40mm grenade launchers.

Both versions drink battery power like Kool-Aid – only running at full power for a couple of hours.

Your warehouse or a personal property is installed with a Jacket bay, where the armour can be easily donned and removed, and serviced.

A Large Hunk Of Iron – 0cp* for Gauntlet, 100cp for Jump

An oversized weapon made to smash Mimics apart when the ammo is gone. It's big, heavy, and will endure hour upon hour of brutal melee combat, unlike the guns and pile driver your Jacket is normally equipped with. You will retain your weapon if you complete your mission.

A Reminder – 50cp

You might want to write down on your hand how many loops you've been through. Or take this purchase. A number appears written on the back of your hand each time you go through a time loop. It counts the loops even if you completely lose track of how many you've been through, and whether or not you know you are in one.

The count resets after you escape from the loop sequence. Can be a figment of your imagination, if you get tired of explaining to people why you have a number written on your hand.

Jacket Upgrade - 50cp

A heavy weapons version of the Jacket. The standard model Jacket focuses on manoeuvring and taking cover to survive Mimic kinetic attacks, this one is slower but has far heavier armour and a recoilless rifle over the shoulder to compensate.

Auxiliary Equipment - 100cp

In addition to your Jacket, you are issued with a range of other combat gear, like HEAP grenades, claymores, spare batteries, or maybe a disposable rocket launcher. Careful – this may slow you down. After this gauntlet, this supply is restocked on a weekly basis.

Transponder – 100cp

A gizmo with lots of sharp needles that establishes a link between you and the Omega or Server Mimic, which shows you their current location.

Out of this jump, stabbing yourself with the transponder gives you a vision of the location and identity of any beings manipulating the timeline you are currently in, including time travellers, loopers, temporal manipulators and the like.

Last Coffee On Earth – 100cp

A tiny luxury in harsh times – a small bag of coffee beans and a portable gas stove and kettle. Sharing such a precious commodity enhances any personal connections with the person you are it with. It's understandable a soldier would pine for coffee in rationing. But if that soldier shared the last coffee beans on Earth with you...doesn't that show you both have a special connection?

Japanese Composite – 100cp

The details of fabricating the ultra-light and strong composite plating used by Japan to manufacture Jackets. It's not very useful in the here and now, but might come in handy later.

Live-Fire Range – 100cp

An automated target range that can simulate Mimics' speed and erratic movement. With a bit of tinkering it can simulate other inhuman targets, matching their speed, movement patterns, and characteristics. By default, will be installed in your warehouse or other property.

Dropship – 100cp

A large, quad-rotor transport VTOL designed to carry a platoon of Jacket-suited troops into battle and deploy them in seconds via drop-line. It's got door guns and missiles for air support, and a pretty good range. This one is all yours.

Armory Workbench – 200cp

An armorer's workbench that has been integrated with a digital holographic display. It contains a workable schematic of the Jacket design and all the programming that needs to be loaded onto the systems.

Also great for making presentations.

As above, it comes installed in your choice of your warehouse or other property.

Companions

Gauntlet: Gauntlet Reward: If you succeed at your Mission, you can take **up to eight** people who survived the final and successful loop as a companion for **no cost**.

If you want to take anyone who doesn't survive the final loop, more than just eight, or you want to take someone who might not have existed in your scenario, you'll need to buy them at the cost listed below.

Purchases of canon and OC characters (not imports) from this section are considered to be invested before entering the gauntlet, since you probably don't know ahead of time who might survive the final loop. For example, you can invest 200cp, and then decide at the end of the gauntlet who you are paying for to come with you.

If you are importing a character and selected Gauntlet, pay up front and they have to follow the same conditions as you – no out of jump stuff, fuzzy memory of this world etc.

Jump: Purchase companions at the listed price.

Regardless of which option you select, companions come with their training and equipment guaranteed by Jump-chan in lieu of choice points.

Keiji Kiriya/William Cage – 100cp

Depending on which version, someone who saved the day but would never be acknowledged, or the new hero and humanity's best hope in the ongoing war.

In case you don't want either canon version of the main character and you inserted as Rita, you can create a similar OC character who fills their role (Keiko Kiriya? Wilma Cage?) or insert an existing companion into the place.

Angel of Verdun - 100cp

The Full Metal Bitch herself, war hero Rita Vrataski. Fake name, hates the Mimics, and one and only holder of the Order of the Valkyrie medal. You can select whether she's the All You Need Is Kill version, or the Edge of Tomorrow version.

In case you don't want either canon version of Rita Vrataski as a companion, you may replace her with an OC character who fills her role or import an existing companion in her place - another veteran hero of the war, and who has previously experienced the time loop ability, who can coach and support you. Rick Vrataski or whoever.

J-Squad – 50cp each

Any of the soldiers you fought alongside. They're no Full Metal Bitch or Killer Cage, but they'll be handy in a scrap. They come with the Jackets and general soldiering kit.

Support – 50cp each

Someone who - hopefully - doesn't end up on the front line. The lady who works the mess hall, a Jacket mechanic, the annoying war correspondent attached to the unit, a tech dude from HQ, the supply clerk who gave you extra ammo, or someone else you might have felt a connection to.

Import – 50cp each, not available for Gauntlet

Import up to eight companions can be imported as UDF soldiers. They are granted Jackets, general UDF kit, and a basic boot camp worth of training if they need it.

Drawbacks

Gauntlet: No drawback limit and you can select from the Gauntlet Drawbacks section.

Jump: You can only select up to +600cp worth of drawbacks, and cannot take Gauntlet Drawbacks.

Maggot! +100cp

You are a known UDF deserter and nothing you say can convince people otherwise.

Not Really A Soldier +100cp

Every time, you never get used to dying. No matter how many deaths you've been through, you have a powerful self-preservation instinct and a desperate aversion to dying and resetting yourself. Get desperate enough and you'll still do it, but it's rough every time.

Fighting The Army +100cp

God bless their hearts, if only they'd just get out of your way. You will be hindered in various ways by your own side as much as helped – making you do PT when you need to be greasing up supply clerks for Jacket upgrades, saddling you with extra make-work when you should be honing your fighting skills, inconveniently dying when you need their covering fire.

"...Yeah, There's A Dead Guy In It." +100cp

Depression sets in. You will quickly resign yourself to your role as dead man walking. Aside from the lack of energy and half-hearted effort, you are likely to waste a number of time loops due to realising you don't give a shit if you live or die. It will take a significant act of self-realisation or the effort of someone else to snap you out of it.

Mad Wagarita +200cp

Your primary allies here – Rita, Keiji/Cage or any imported companions – have a strongly negative first impression of you despite your shared goals. They don't like your attitude; they don't believe you, they don't think you're worth their help or don't think they need your help. Each time you need their assistance, this barrier needs to be overcome.

Fluttering Wings +200cp

When you alter your actions, they sometimes have very unpredictable effects later down the track. Did you say the wrong thing at the wrong time, and make your squad hesitate to help later? Or take an extra mag of ammo you didn't last time, changing which soldier ends up with one dud round that jams at just the wrong moment, which causes a Mimic breakthrough, which causes a whole flank of the battle to collapse when it should have held? The cascade of cause and effect is practically impossible to predict.

The Tough Ones +300cp

Your opponents are the Mimics of the Light Novel/Manga, which are a much tougher opponent than the Edge of Tomorrow version. Regular rifle fire can bring down an EOT Mimic, and the hard part is landing the hits, whereas you need four soldiers with 20mm rifles to bring down these ones on a good day – and the Mimics always have the advantage of numbers. Mind the nanobot plague, too.

Alpha Cunning +300cp

Mimics are not conscious, in the same way individual humans are. Their battlefield actions are not "choices" or "decisions" any more than those of ants attacking a rival hive. Their power to reset time when they lose is as automatic as a human trying to gasp for breath when suffocating. Yet here is this one, an Alpha or Server Mimic with a mind of its own. It's aware and intelligent on an individual level, and can even try to end itself to reset the loop if the Mimics look like they can't win.

Gauntlet Drawbacks

Bleed Over +100cp

You don't know if you're just imagining it or not, but the sensation of death at the end of one loop carries over to the start of the next – waking you up with the taste of blood and the pain that you ended the last loop on. If you inserted as Rita, then you still receive this sensation at the start of the “reset”.

No Matter What We Do +100cp

There are certain events during your loop that you cannot influence. Not important things, in the grand scheme of the mission, but annoyances nonetheless – things like if you're Cage, you can never make a phone call before being thrown into J-Squad, no matter how many times you try. If you're Keiji, your buddy Yonabaru always dies in the battle. If you're Rita, Keiki/Cage can't alter certain events around you - your dropship is always shot down, or lunch at the mess hall before the battle is always crap.

I Wish I Didn't Know You, But I Do +200cp

One of the issues of resetting time is while others may not grow attached to you in a single loop, you are certain to become attached to them as you spend possibly weeks or months worth of loops with them. These attachments will impair you as you try to save them or help them, even when their lives as soldiers have to be spent to buy victory. Can you bear the look in their eyes when they see you after the next reset, not even remembering a day of friendship? How long will it take to steel your heart against losing them over and over again? If you insert as Rita, you form this emotional attachment and suffer for it within the span of a single loop.

Out Of Reach +300

You finally did it. You overcame impossible odds to take out the Omega/Server Mimic. And then you wake up in the next loop.

You thought you did everything right, but there's one crucial step you've missed. This is because there's one crucial lie you've been fed, somehow, that's messing up your plan. Maybe your visions showed you a fake Omega made of Mimic biomass but without the true time control power, maybe it's the fact there's a second Server Mimic buried in the sand near the battle. Maybe Rita didn't tell you *everything* you needed to know. Regardless of what it is specifically, you'll buy the lie long enough to build your plan around that one bit of bad info and afterward have to work from almost zero again. If you chose to insert as Rita, Keiji/Cage's success is still hindered by this, and maybe you are withholding the information he needs.

Gauntlet: Mission Over

The gauntlet ends when you accomplish your mission and kill the Omega or Server Mimic in the correct way.

- If you were not able to accomplish your mission, you don't bring anything with you from here into the next one.
- If you successfully completed your mission, you keep any purchases in this gauntlet, and gain the Mimic's ability to trigger a temporal loop when you are killed, as follows:

Reset – Gauntlet Reward

One time per jump, you can cheat death by "resetting". This is an involuntary and automatic process – it doesn't trigger for anything but your death.

From your perspective, the last 24 hours are "reset", to all appearances sending you back in time. You remember everything you experienced in the 24 hours ahead of you that leads up to your future death. This is the start point of the loop. While in the loop, you can die multiple times, and events reset on each death within the loop, bringing you back to the same start point in time. You can think of it as being like a 'save point' in a computer game.

This power comes with a couple of complications: As you go through many resets, you will experience the headaches and migraines described earlier. If anyone is exposed to your blood at your time of death, they will enter the resets alongside you, too.

The loop becomes broken if you get past the time of your original death in safety – it did the job it's supposed to do. You can also voluntarily end the loop. Once the loop is broken, this power won't function until your next jump.

If you take Keiji/Cage, Rita, or someone who filled their roles in the gauntlet as a companion, they too have the **Reset** power.

Once the gauntlet is over, you can continue to remain in this world for the remainder of the 10 years with the gauntlet conditions and drawbacks lifted – if you chose All You Need Is Kill, the victory is just one battle and the war against the Mimics continues, while if you chose Edge of Tomorrow, the next ten years will be spent rebuilding Europe after the victory.

End

You can choose to **Stay** in this world, **Go Home**, or **Move On** to the next jump.

Notes

V0.7 By Myrmidont. All You Need Is Kill by Hiroshi Sakurazaka.

Any purchased items that are expended or damage restock in your warehouse weekly.

Note: Yes I'm aware that AYNIK Mimics don't technically 'control time' to reset, it's like receiving a perfectly real memory from the future that actually hasn't really happened yet. But the end result is subjectively identical to whoever has the power. If you want to make that distinction, go ahead.

If you selected "Kill The Server" as your mission, there can be only one time looper alive at the end, out of Keiji/Cage, Rita, and/or the Jumper.