

*"Hey! Why are you still in bed? You should be working on the farm. Get up, come on!"*

*"Get up!"*

*"Finally! No Time to waste! Let's get Farming!"*



Welcome to Pumpkin Panic Jumper! For the next few days, you will be put in the shoes of a humble farmer, who may or may not be a Pumpkin. Explore your little farm in the middle of the forest, plant crops, take care of the plants, go fishing. Whatever you prefer, have a good time!

Just be careful. They say that strange things are happening in the area...but I'm sure you're use to the strange.

To start things off, I have good and bad news. Seeing as how this is a Gauntlet you will be stripped of all your cool powers. Instead of them, you'll have to rely on your Body-Mod. Plus, you will start with a hefty CP allowance of:

+0cp

Now I know this looks bad. To help you out, your patron has requested you receive a humble farmer's gift basket. This gift basket will have the following items:--

- 1,000cp worth of Red Crop Seeds
- A Watering Can
- An Oil Lantern
- Your own Farm in the middle of the forest (You can keep the barn if you don't quit)
- A Simple Cottage (you can't keep it unless you buy it).



### **Jump Mode:--**

Seeing as you'll have limited meta-knowledge and resources, there is another option. Instead of the classic Gauntlet, you can have +**500cp** courtesy of the Crow outside. You can choose to end your journey either by finding a way out or farming for ten years. The only caveat is you'll be locked out of taking either One and Done or One and *Done* as drawbacks.

### **Special Rule:--**

*To simulate the game, if you die, you will not lose the Gauntlet (unless you take a drawback that overrides the rule). You will start back from the first day with all your freebies, but your coins reset. The only way you can "lose" is if you quit. If you quit, you forfeit your freebies, money, and amenities you purchased with either CP or Coins. Instead, you will be sent to your next Jump with nothing but the clothes on your back.*

### **Win condition:--**

To win the Gauntlet, you must earn enough Coins to fix the boat south of your farm. You can earn Coins by farming, recycling sticks and weeds, and fishing. These Coins are different from your CP, and therefore have no conversion rate. You need to earn enough Coins to fix the boat. This is a win condition available for both Gauntlet and Jump Modes.

### **Drawbacks:--**

*Let's rip the Band-Aid off. Here are the drawbacks. These are the only ways you can get CP. Take as many as you need, or as many as you can handle.*

**You Died! (Mandatory):** Just like what the special rule implied, you will most likely die...alot. Once you die (unless you took a drawback that says otherwise), you will start at Square One. The only thing that won't be reset are anything you bought with CP. There is no way you can save your progress after your goose is cooked. You will have to deal with this drawback for your whole time here. Even if you picked *Jumper Mode*, you will have watch your back. On a positive note; the drawback vanishes the moment you either win or quit the Gauntlet.

**Keyed Off (Mandatory):** You have such a wide and open farm Jumper. Too bad most of the farm is locked. As if you need another thing to worry about, most of the plots in your farm need a key to open. Right now, the only plot open to you grows the cheapest plants in coins. In addition to this, each key gets more expensive the more plots you unlock

**Dinky Watering Can (+100cp):** The Watering Can was free for a reason. You won't get too much done with what you have. You'll water around three rows of five before you need to refill, and certain plants need more water than others.

**Poorly Lit Lamp (+100cp):** Like the Watering Can, this Lamp won't light up much. It is better than nothing, and it was free.

**Am I hearing things, or am I going crazy? (+100cp):** This is a world where you have to keep your eyes and ears peeled. What happens when your senses can't keep up? Your brain will try to fill in the blanks, making you hear things that may not exist. As a double Whammy, this lessens the effect of any anti-PTSD perk you have. Considering how you'll be gaslighting yourself, it'll be hard to pay attention



to the really important stuff.

**I have to go, and you should...Hide! (+100cp, +200cp, +400cp):** This drawback is in three tiers. Tier one gives you (roughly) a ten second head start. Two tier will give you 5 seconds. Tier three? You should start running when you hear a note.

**How did you get here? (+200cp):** No one (at least not right now) know the story behind the game, and now you don't either. Any drop of meta-knowledge you did have is locked to you until you either quit or win the Gauntlet. Depending on what else you choose, this could be inconveniencing or death sentence.

**Watch Out for the Deer (+400cp):** You see that deer over there? Don't be fooled by its cuteness. If you get too close to it, you'll be in for a rude surprise. This drawback will ensure there will at least be one deer either in the day or the night cycle, even on your first day here.

**Evicted! (+400cp):** Not really, but you might as well be. Along with the monsters outside, your home can have the occasional unwanted guest. I hope you weren't planning on camping inside your house when night falls. Expect to see the "visitor" anytime you spend 5 minutes in your house.

**Deaf! (+400cp):** I don't know how to tell you this Jumper, because you are now Deaf. You cannot hear anything, and none of your senses will grow strong enough to compensate. I know you can still see, but you will be left open for enemies unless you have some workaround.

**Down to Clown! (+600cp):** You hear that little melody at night? That's played by a pair of Clowns. One will give you a suspicious red balloon, and the other will take it. Normally only one of the clowns will kill you. Now both of them are liable of harming you. If you don't give one a balloon, or entertain the other clown, you can have your door broken into any time in the night.

**Unreliable Crow (+600cp):** *You know the Crow that wakes you up, offer you seeds, and give you the occasional stick? As is the nature of Crows, they decide trolling you would a better use of their time. Expect them to tell you wrong information, or just no information at all. Also, no. You cannot kill the Crow. The Crow will always come back.*

**One and Done (+600cp){Cannot be taken with One and Done}:** If you die in the Gauntlet, you fail the Gauntlet. The special rule doesn't include you anymore. You'll be sent to your next Jump with nothing but a complimentary Pumpkin Mask.

**One and Done (+1,000cp){Cannot be taken with One and Done}:** You really sure you want to do this Jumper? Now if you die, you not only fail the Gauntlet, but your whole Chain. I guess it's doable, but surely you aren't that desperate for CP and bragging rights, right?



### **Perks:--**

*Here is a little something to help you out on your journey. Seeing there aren't any origins, you can have a 50% discount on any one of the tiers listed below. Any discount on the 100cp perks makes it free.*

**Pumpkin Panic! (-100cp)**: You know that trope in the horror movies where you have someone scream their head off? Realistically, screaming would be a waste of time. You could be putting that energy into something more worthwhile, like running! With this perk, you don't have to worry about your body wasting precious seconds anymore. Instead of screaming, all the energy will go into sprinting.

**The Plant Whisperer (-100cp)**: To be even be a mediocre farmer, you need to know your plants. You now have an almost metaphysical knowledge on any plant you need to grow. You know their species along with any subsequent bits of information to help them thrive in any biome.

**Hear It In The Air (-200cp)**: Every creature has a song in their heart, or a lack thereof. You can hear it. Anytime you're in a world with a potential enemy, you will hear a "tune" respective of them. It may be an out of tune Violin, a Jack-In-The-Box tune, or something else of your imagination. It will make it almost impossible to ambush you now.

**Just Smile and Work (-200cp)**: Skinwalkers, Wendigos, and Clowns; Oh my! It doesn't take a brain science to realize you are under a lot of stress Jumper. A strong-willed person will be traumatized, while a regular person may have a meltdown. This perk gives you an immunity to developing PTSD and any mental ailment that may develop from countless ambushes.

**Nature's Helping Hands (-400cp)**: Animals just seem to like you now. You will notice a better chance of assistance, especially if you are slightly low on Coins. You may see more nick-knacks, or see higher prized fish on your line. When you aren't strapped for cash, animals will use their time in giving you moral support or at least someone to talk to.

**Pumpkinbell (-400cp)**: It is unknown if the main character has worked with a boat any time in his life. What matters is he got it to work. You have something similar now Jumper. If you spend a little bit of time with anything that requires cogs to work, you have a general idea on its use. You won't be an expert overnight, but you'll have enough knowledge on these devices without any formal training.

**Orange Thumb (-600cp)**: This wouldn't be a game based around farming without something to help with farming. You have the magic touch Jumper. Any plant you personally plant will have both their growth and bloom speed accelerated. Even in non-magical settings, plants and crops will just bloom to your will. Right now, the plants will take close to a minute to fully bloom. In future jumps, their growth speed will be enough to where it feels instantaneous.

**Gauge of Commerce (-600cp)**: Farming, self preservation, and attuning to nature is all well and good, but they don't buy the Cogs. What really makes the world go around is cold hard Coins. With this perk, anything you have personally make (such as through Farming or crafting for instance) will skip the boring parts of trades and markets, and get sold. The item in question will vanish from your location, and end up to a trusted consumer. As long as the customer has the money on them, the transaction will be completed. In addition to this, you can sell your products and gain a profit with no worry of currency exchanges. So if you sell in one form of currency, you will see a profit in the currency you're currently using.



### **Items:--**

*Similar to the perks, every tier can be discounted by 50%. 100cp items are free if they are discounted. Any seeds purchased with CP will have a weekly replenishing supply post-Gauntlet. For now, any seed you purchase here will only replenish if they are able to (such as the Purple Seed). If you want more seeds, you can only buy them with coins.*

**Pumpkin Closet (Free-For-All):** Here is your very own Pumpkin closet! This spiffy piece of furniture will help wit any fashion needs. Right now, it'll mainly change your colors palette to a few colors. Just a little something to lighten the mood. In future settings, you can go to the closet anytime you want to change or switch some cloth colors around.

**Panicked Workbench (Free-For-All):** To better keep up with everything from coins to upgrades, here is your personal Workbench. Any time you are in the house (and not interrupted by a certain visitor), you can access it. You will see how many coins you've earned, plus available upgrades to either you or your amenities.

**Red Seed (-100cp):** A sweet Purple Cabbage that grows in forest clearings. These are the cheapest plant in both buying and selling cost. You won't be swimming in coins, but a little pocket money goes a long way.

**Recycler (-100cp):** The latest in Crow technology! You put some sticks, weeds, or other things into it, and get coins for it! Keep in mind you won't get rich from this, but it can help you when you're in a bind.

**Green Seed (-200cp):** A unique Sunflower with slightly melancholic appearance. They cost more, but you will see more in your pocket.

**Simple Wooden Cottage (-200cp):** This is a one-room wooden cottage. It has just enough space for a person to live in it while avoiding the claustrophobic feel most tiny houses give. After the Gauntlet, you can customize it however you like, from the wood to the furniture. Don't get too excite just yet. You need to win the Gauntlet first.

**Orange Seed (-400cp):** A Caramelized Pineapple with a crispy coating and juicy flesh. These crops are in the middle in both cost and sells. Plus, who doesn't love a juicy Pineapple?

**Fishing Pole (-400cp):** Here is a handy Fishing Pole. It's mostly automatic as all you'll need to do is touch it. Not everything will be a prized catch, mainly because there doesn't seem like a wide variety of fish here.

**Purple Seed (-600cp):** Juicy Cucumbers that grow in clusters, ideal for decorating. They can produce more Cucumbers after their first harvest. If you want to see some real money, these are your crops.

**Metal Cog (-600cp){Limited one per Jumper}:** Here is a metallic cog. What's so special about it? Well, you need four to fix the boat south of the barn, and these babies are not cheap. They are also heavy, so you'll have to carry them two at a time. If you want to speed your time here up, you can buy one. Afterwards, you'll have to get the other three cogs the old fashioned way.





### Rewards:--

Depending on what drawbacks your took (or a lack thereof) your reward will change.

Regardless of which mode you chose, you get the Boat for free. You did go through a lot just to fix it. If you played the regular way (this includes dying at least once, but not quitting) you will keep the Farm along with all freebies, money, and amenities given to you. You will also get a complimentary recipe book courtesy of your patron.

If you took either the **One and Done** or the **One and Done** drawback and won, you can take any one of the characters with you. In the instance you want a creature, you can choose to take a mating pair with you. Don't worry, you still keep all the freebies, money, and amenities plus the Recipe Book.



Ending:--

Win or lose, you have one option:

***Sail of to your next adventure! Good luck out there!***

If you took a certain drawback and lost:

***Welp! It Was Nice Meeting you!***





### Notes:--

Update 0.1: Corrected some grammatical errors and changed the wording on certain lines.

Update 0.2: Added a few pictures and a background to make the doc look less empty. The background is pretty rough, but it's something.

Update 1.0: Since I haven't received any further suggestions, this Gauntlet is officially Jumpable.

Update 1.1: Added a Jump Mode Toggle in the hopes of fixing at least the biggest flaws with its Gauntlet design. This is why I still ask for feedback.

Update 1.2: Added some well needed perks.

Update 1.3: Added a description to the Metal Cog and added more detail to a few perks. Also added a description for the win condition, while the special rules explain the lose condition. Two freebies have been added to better help with the Gauntlet balance. I'm pretty sure I missed something, and I will keep

Update 1.4: (Special thanks for YJ\_Annon) Boat reward for achieving the win condition, seed clarification, and clarification on Gouge of Commerce.

Update 1.5: More general spelling and grammar fixes.

(Special thanks to three anons): One anon recommended to add information about coins in the notes. Two anons made a list of questions regarding Coins. There will most likely be more in future updates.

About Coins:--

How Coins work: Coins in this setting are a separate currency you can get during your time here. You can get them a number of way, such as farming, recycling, and fishing. You can buy anything from the Workbench with coins, but you cannot buy anything and give it fiat. If you use a crop you bought with Coins, the crop and coins are gone. If you want to take any item with you in future settings, you must use CP.

What are they used for: Coins are used to buy and upgrade various things in your Workbench. You can use the coins to unlock more plots of land, more expensive plants, and your skills (such as sprinting and watering). Coins can also be used to buy and upgrade equipment for the farm, such as putting lantern lights along your farm, or increase replenishing water speed with some Well upgrades.

What happens to them after the Jump: Coins can only be used for the Jump only. Any coins you haven't used will vanish in thin air.

How much will you get for each crop: Here is a very rough estimation without considering profit upgrades.

Red Crop: 3 Coins

Green Crop: 10 Coins

Orange Crop: 50 Coins

Purple Crop: 80 Coins