

Spelunky

Jumpchain gauntlet v1.0

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In a desert with no name, a man approaches an abandoned mine. What should have been just another archaeological expedition turned into a nightmare, as he found himself trapped within a sprawling labyrinth. Monsters, beasts, cryptids, ancient gods and stranger things stood between him and freedom. For under the Curse of Olmec, not even death was an escape. To fall to any of the many, many hazards would only see him revived and set back to retrace the beginning steps of what would be the greatest challenge of his life.

That man would eventually triumph, overcome this challenge, and escape with wealth, glory, and even love. A woman rescued from the caverns would one day marry him, and they would start a family. Their daughter, Ana, would follow in her adventurous father's footsteps.

When her parents disappear one day, there's only one thing she can do. Build a spaceship, and head to the moon. Ruins here match the strange labyrinth her parents explored, and she must then face her own challenge. Monsters, gods, the undead, robots, aliens, ancient astronauts...

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You will be taking the place of the first game's protagonist. You will have **one year** to defeat Olmec and escape the caverns. You may choose your age and sex for free, but I strongly advise you to be in the 'young and healthy' range.

Note that unlike most gauntlets, admitting defeat or running out of time is the only way to fail this gauntlet. Death is not a fail condition, and you WILL die here. Repeatedly. Painfully. Stupidly.

You begin with **0cp**

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Location

There is only one starting point for you here. The entrance to a long-abandoned mine deep in the desert that breaches into ancient caverns that lead even deeper within the Earth. Only if you take a specific drawback will you be forced to continue your quest further.

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Background

Only one option is available to you, a human archaeologist way over their head. You're taking the place of the first game's protagonist and must face the labyrinth as he did.

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Perks

You receive two 100cp perks and one of each higher price tier at a 50% discount.

Free - Rage quit

During your time here you may find yourself in a bad situation. Like being at the bottom of a deep pit and having no way out, trapped underwater with nothing to do but wait until you suffocate, or having some other equally unpleasant end looming before you. Or maybe you're just so frustrated you want to literally explode. At any time, you may choose to die. There's no problem doing this here. With the Curse of Olmec active, you'll just reappear at the entrance to the caverns. Any copies of you always also have this ability to end themselves if needed. This perk can only be used by your own free and unclouded will. No one and nothing can compel you to activate it if you do not wish to, and you cannot do so by accident in any way. In certain very specific situations, dying at the right place will lead you into a few secret areas.

Free - Money counter

You need somewhere to put all the valuables you collect, else you won't be able to get far trying to carry all that gold. This inventory space will absorb all gold, gems, and currency items you touch (and only such things) and comes with a mental counter to mark the approximate value of your collected wealth. At any time, you can pull some out equal to a value you wish in the form of anything you've collected previously. Post-jump the inventory will not empty if you die.

100cp - Bit of a geologist

You've been digging around in caves and ruins your entire life, and you've learned a thing or two. The stone speaks to you, not literally, but well enough to know when a section of floor is unstable, how thick the walls are, and a general sense of what's behind them. Nothing too specific, but you'll know if you're about to dig into lava, water, or just empty space, and where you should start with a bomb or mattock to dig through safely and quickly

100cp - Caver

Exploring the surface is easy enough, but things get tricky in three dimensions. Retracing a path might mean climbing in spirals or moving through any number of small rooms in a specific way. You have no issues with this sort of thing now, never missing a turn or getting confused just from adding up or down to a path. By necessity you also have the athletic skills needed to get around like this with a sure step over rough terrain and being an excellent rock climber.

100cp - You can whip it

For when a problem comes along, you have a serviceable level of skill with weapons both traditional and modern. Crack a whip, throw a boomerang, take aim with a pistol. You're not a master by any stretch but you do have an excellent sense of timing. You'll need that for the split-second reactions needed when the presence of hostile creatures complicates your travel over lava, spikes, through unstable terrain and around lethal traps.

100cp - Action archaeologist

You have some truly improbable athletic skills, able to jump twice your height and fall several times that distance without worry. Leap across a chasm and grab a ledge by your fingertips, and hang there for as long as you need. Make a dozen hops across a line of small platforms while distracted and in a rush and still never miss a jump.

200cp - Demolition wizard

Normally, detonating things in a confined area is an incredibly dumb idea. But bombs like you, and when you wish any explosions you set off can be described as neat and precise. No shockwaves, no deafening echoes, and a minimum of flying shrapnel. Or not. While you can't make your bombs more powerful than normal, the explosions can be more focused. Not quite a shaped charge, but more of the boom will be felt in a way or direction that you desire.

200cp - Combustive cooking

Starvation isn't a problem for you here. You'll just die and come back. But when you need to regain your strength you can forage and chow down on whatever you find. As long as you make some kind of effort to prepare your food you won't get ill or poisoned and might even be healed by it. This includes using bombs to cook turkeys. Taking the time to do it right, scaling a fish or snake and roasting it over a proper fire, is enough to cure bad wounds and poisoning.

200cp - Eagle scout

Given the number of times you'll die it'll be hard to keep track of what's going on. Sharp attentiveness means you'll always keep track of what's around you and on your person. It's hard to sneak up on you, and you'll get confused about what you have on you, how many you have left. Never jump into trouble relying on something you forgot you lost a few deaths ago, or skip a good opportunity because a solution on hand slipped your mind.

200cp - Spelunker of bronze

You're a manly man (or a womanly woman) and are used to the rigors of exploring. It'll take more than a little pain to keep you down, and when something does land a hit you'll stagger instead of dropping into a moaning pile of uselessness and leaving yourself open. Muscles worthy of a shredded shirt mean you're strong enough to wrestle a caveman, make some very impressive throws or use various weapons without worrying about their weight or recoil.

400cp - If at first you don't succeed...

Your stubbornness is on a completely different level. Driven by passion, greed, or the simple sheer refusal to admit defeat, you are able to face an unending cycle of pain and death without backing down. You'll be bludgeoned, burned, cursed, poisoned, devoured, exploded, over and over again, facing failure after grueling failure, and it just won't stop. But a wise man learns from their mistakes, and every time you screw up you'll come out of it a little wiser. Throw something and have it bounce right back into your face, and it'll be as if you spent an hour with a personal trainer showing you how to throw a pitch. Bellyflop into a lake and instead it'll be a first rate lesson on proper diving form. The more painful the mistake, the more you learn from it. Only honest failures count for this perk, but there will be no shortage of those here.

400cp - Monster wrangler

There's many unusual creatures down here. Some can be ridden as mounts, some have unusual abilities that can only be described as magic. While you don't have the time to train and properly teach these creatures, you can force them to tolerate you. Get on their backs and hold on, intimidate them into submission, wrestle them down, whatever it takes. If you do it right they'll be willing to follow your instructions and you'll also know how to get them to use their powers on command. If you had more time, this method is a great 'in' with a critter to begin training them, but for now don't abuse or push them too hard or they may turn on you.

400cp - The tunnel guy

You dig, bro. With a mattock in hand you could dig through solid rock at the speed of a slow walk without stopping. Any passageways you create never need reinforcement to stay open, but enough stress over time can cause them to eventually collapse. Of course if you want to dig a tunnel you'll need the right tools and a destination. A mattock for rock, and in the labyrinth where space constantly churns, to have visited where you want your tunnel to exit. You can't tunnel a passage through water or magma, unless you had a freeze ray or some other method to make things solid first. In future jumps you could apply this talent for digging through anything, even time and space, if you have the know-how and the tools to get started on such a thing. You can easily destroy tunnels you've personally dug if you feel the need.

400cp - It belongs in a museum!

There's secrets galore out here, and you know how to find them. With a sharp eye for clues (and for separating the useful things from the misleading or fake) you'll quickly put two and two together when you've found all the pieces of the puzzle. Hunches let you know when you've come across something significant even if there's nothing to tell you why. Things that are hidden in plain sight aren't for you, and this applies to traps as well. Nine times out of ten you'll peg a trap for what it is right before you'd otherwise blunder into it, and you'll get a very good idea of what it does, what sets it off and how to best avoid it.

600cp - Ancient magic

Some ancient humans trapped by or pledged to the creators of the labyrinth have unlocked mystic powers, and you have stolen a few of their secrets. You know how to cast a few basic spells, animating corpses and throwing bolts of energy that first injure and then form into small creatures to continue the attack. While there's no time to do so here, you also have knowledge on how many of the mystical objects and monsters came to be, and with a little work you could craft pots that protect their contents with angry ghosts, wasp-spitting mummies and cursed cats.

600cp - What a wonderful night to have a curse

The curse of Olmec ensures that those who enter his caverns shall never die. That means that if you're determined enough to keep at it, you can make as many attempts as you need to explore the caverns, learn the dangers, improve your skills, defeat Olmec and loot everything you can get your grubby little hands on. I don't know how you can call that a curse, but other curses you're subjected to will be similarly lopsided when it comes to how they affect you. Whenever you're cursed, transformed, or otherwise enchanted you'll enjoy all of the benefits while their downsides are downplayed. You'll also find that getting rid of any such curse is far easier one way or another, and a method will always exist even if one did not previously.

600cp - Ancient astronauts

The Olmecs and a race of aliens, both children of Tiamat, are locked in an age-old conflict. Fragments of their technology have made their way into the labyrinth, and you've found enough to gain an understanding of science centuries ahead of the modern day. Though it's unlikely you'll ever have a chance to really flex this knowledge here, should you ever find yourself within the alien mothership or the Olmec city of Neo Babylon the traps and technology of such places will hold little danger for you and prove even less of an obstacle. In future jumps, you'll have a similarly easier time learning the secrets of even the most damaged technology and safely making your way around high-tech environments and bypassing or disabling their defenses.

600cp - Favored by Hundun

You thrive in chaos. The more randomness involved in something, the more events will favor you. You're improbably lucky in games of chance, likely to be standing in the one safe spot when the ceiling collapses, and in this place? When the walls shift, they'll shift in your favor. Treasures and supplies will be plentiful, and monsters won't be found squatting in the one safe path out of danger when every second counts. Oh, there'll still be traps and you can still make fatal mistakes, but it's fair to say that it's impossible for you to die from sheer random chance.

Items

You receive two 100cp items and one of each higher price tier at a 50% discount.

Free - Kit

You enter this place wearing a suitable outfit for exploration tailored to your tastes. You carry the classic leather bullwhip and a small sachel containing four ropes with attracted grapnels and four explosive charges strong enough to shatter stone walls. These restock when you die.

100cp - Machete

The classic that no jungle explorer would be caught without, accept no substitute. It's wickedly sharp and slides through vines, ropes, webs, and flesh with ease. A much better weapon than a whip, and certainly more practical to use, but don't get cocky. There's lots of things down here that can ignore a few cuts or stabs long enough to take your head off. Comes with belt sheath.

100cp - These boots were made for spelunking

You have a pair of the very nicest boots ever made. They fit perfectly, will never wear out, and never need cleaning inside or out. They're steel-lined and nicely spiked, meaning you can walk on rough or slippery terrain without fear and deliver some nasty stomps and kicks.

100cp - Bombs and rope

A belt pouch holding four small but powerful bombs and four ropes with a self-attaching grapnel. While you'll start with that much to begin with, this pouch will replenish spent bombs and ropes a minute after using one. You may choose if the bombs you pull out of this pouch are the sticky versions, and unlike the common type purchased or scavenged these ropes are fireproof.

100cp - Rucksack

Because you only have so many hands, it would be terrible trying to juggle three different things at one time. Especially when one or more such things may kill you if mishandled. This bag is tough and durable, perfect for all those solid gold idols you'll be collecting. The bag is indestructible but flexible so don't expect it to protect you from much. There's also loops and holsters that will resize themselves for carrying a weapon or two.

200cp - Headlamp

Who goes into a cave without a light source? Honestly! This sturdy helmet has a powerful mounted flashlight that will never run out of energy. The light is guaranteed never to break, and will always allow you to see clearly without glare or reflections spoiling the view.

200cp - Skeleton key

There's a lot of locked doors out there...well, actually only a few. But the ones you do find always have nice stuff behind them, and keys can be a chore to track down. This bone-styled key will fit and open any sort of mechanical lock, but won't help with things like magical portals.

200cp - Lucky clover

A four-leaf clover pin that makes you feel lucky just looking at it. With this clover any countdown, mechanical or magical, that will result in something unpleasant or just unwanted happening to you will be extended by half-again. No one will notice or have a problem with that.

200cp - Shooting iron

You have a choice between a pistol, crossbow, or shotgun. All come with unlimited ammunition. The pistol is accurate, fast, and easy to use, while the shotgun fires a powerful spread with an equally powerful recoil. The crossbow is comparatively weak, but has an attachment for firing incendiary arrows. Fire arrows are only slightly more powerful, but useful for several reasons.

400cp - Kapala

A gift from Kali, in appreciation of the cp you've sacrificed to her. Simply by having this skull-cup on your person any freshly-spilled living blood that touches you will be pulled into the Kapala. When the skull runneth over with absorbed blood, it will empty and you will be filled with vitality. Injuries will heal and you'll enjoy a temporary boost in strength and speed.

400cp - Faded map

How strange...it should be impossible to map a place that is constantly changing, but this ancient papyrus scroll somehow produces a map of whatever area you find yourself in. It's very crude, only vaguely indicating the structure of the terrain but always noting distinctive landmarks and it's annotated with indecipherable glyphs to indicate unusual things like the lairs of powerful beasts or great treasure. There's very little detail and no explanations, but the map will change to stay accurate if the terrain does. In future jumps, it will display information at a similar level of detail for any other places you travel to.

400cp - Udjat eye

This ancient relic is somewhat out of place here, being completely unconnected to the Olmecs.

How it or other Egyptian artifacts came to be here is unknown, but you'll be glad to have it.

Wearing this amulet will reveal what is hidden, whether that's a secret passage or something entombed in ice and rock. Hidden doors or sealed passages can be noticed with a glance, and buried objects appear distant and fuzzy but shine from within the substance that encloses them.

400cp - Ancient mattock

This digging tool clearly isn't made out of mundane materials and remains in perfect shape no matter what kind of abuse you put it through. It cuts through stone with incredible ease, and

anything you aren't interested in collecting as you dig will fall apart into tiny pieces and practically vanish. Things that you would want to pick up, like gold, gems, and other valuable items never seem to be damaged by the pick, and will be concentrated within solid nuggets as they fall out instead of many tiny particles you must sift the tailings for.

600cp - Teleporter

This small, unassuming device will allow you to dodge many hazards and get you out of otherwise inescapable situations. It's also going to kill you. A lot. More accurate and safe than the other versions you might find here, activating this will teleport you between five to seven meters in a direction of your choice. In the event you would arrive inside lava, solid rock, or something just as lethal, the device will automatically attempt to shunt you into the nearest empty space within 3 meters. If there's nowhere to go, you die. If you would appear inside anything less durable than solid rock it will be destroyed by your arrival. The teleporter will always attempt to land you onto solid and safe ground, and has a three-second cooldown.

600cp - Ankh

An item that would otherwise require a great deal of money or effort to acquire, holding this Ankh will revive you after dying once per attempt to clear the labyrinth. That may not sound like much seeing as you've already got effectively unlimited lives here, but the chance to continue after random chance kills you again for the umpteenth time will take the edge off. Post-jump, it will revive you after death once per jump.

600cp - Plasma cannon

A piece of alien technology, and a very powerful weapon. A single shot is capable of blasting apart several cubic meters of rock, but the cannon can only fire once every three seconds. A small drawback, but one that must be accounted for if you plan to rely on it in a fight. Firing the cannon also generates a massive amount of recoil, enough to knock you off your feet if you aren't braced and ready. While massively powerful by Earth standards, you will encounter a few enemies with durability or armor that can resist or even reflect shots from this weapon.

600cp - Jetpack

Reverse engineered from alien technology, this incredibly useful piece of equipment allows for limited flight. Don't expect to thread needles, but with a little practice you'll be able to maneuver about the labyrinth with great ease. The jetpack's power source is self-charging and a few seconds after not being used the battery will begin to refill automatically. This isn't fast enough to fly forever, even with short bursts of usage unless you've got far more space to fall than you'll generally find here during the process. This jetpack is somewhat more durable than the others you might find. The casing is armored and insulated, but a hard enough hit will make it explode.

Warehouse attachments

100cp - Shop

Staffed by a loyal shopkeeper as fast and strong as any other. He has enough skills to run a shop and handle basic managerial duties, but don't expect anything more complex from him. The shopkeeper counts as a follower and respawns an hour after being killed. Note that his contract forbids doing anything for you not strictly business-related. The shopkeeper has free legal reign to kill anyone that attempts to rob from him, and though he isn't quite as touchy about accidents as his fellows he's got a shotgun in hand and loves to use it just as much.

100cp - A copy of this madhouse

Was your time here not enough? Did you enjoy it that much or are you just a masochist? An entrance to the labyrinth (the original and/or sequel as you wish) will be placed in your warehouse or anywhere in your current world. You or anyone else may enter freely. Any who enter have all supernatural powers suppressed, inappropriate items can't be used, and dying only results in being ejected from the labyrinth. Anyone who reaches the exit can leave with any items on hand and will find all valuables they collected waiting for them when they leave as if they had the 'Money counter' perk.

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Companions

Free - The real treasure

You may take a copy of one of the canon human characters within Spelunky 1 or 2 as a companion. They have all 100cp perks and one 100cp item. You may also take an avatar of Kali, Tiamat, or another boss or creature with the same benefits, but they will be otherwise human except for some minor differences. A few extra arms in Kali's case for example.

100cp/200cp/300cp - Monster pet

You have tamed one of the inhabitants of the labyrinth, and they will serve you henceforth with absolute, unfailing loyalty. For 100cp you may take one of the weakest critters like a skeleton, spider or snake. For 200cp, take a more dangerous creature like a scorpion or yeti. For 300cp, those with magical powers like a sorceress or vampire are available. You may not companion anything on the level of a miniboss or mightier, like a giant spider or yeti king.

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Drawbacks

+0cp - Now in HD

By default, you're playing classic Spelunky. A relatively short if dangerous trip followed by a tense fight against Olmec and then you're free and clear. Taking this drawback means you'll be playing the HD remake. There's some small changes and more content in the form of bonus levels, but nothing you're required to deal with in order to finish the gauntlet.

+100cp - Just like a game

Why not take a break from jumping? For your time here, you'll be sitting in the dark in a very comfy chair, playing Spelunky as it was meant to be played, on a computer with a controller.

But since we can't make things too easy for you, you'll still feel the pain of everything that happens to your avatar. Getting exploded, falling on spikes, getting juggled by yeti, falling into lava, etc. Of course, loading times mean that the pain of every death will be long and drawn out past what a normal, living body could endure before expiring. Since things now work on the game's normal timeframe, which means that the game-slash-gauntlet could be cleared in less than an hour in a single lucky playthrough, the length of your stay here is shortened to a single month. You can beat a simple game and endure all that pain within a month, right?

+100cp - Genocide run

In order to clear this jump you must intentionally (and personally) destroy one of everything that can be destroyed at least once. This includes but is not limited to: every enemy, npc, item, type of block...and yourself. You have a mental tally keeping track of what you've got left to destroy.

If you don't take the '100% completion' drawback, you don't have to worry about finding and destroying things exclusive to those routes.

+100cp - Gold fever

You are compelled to grab every gem, scrap of gold and valuable you see, regardless of danger. Not to the point of getting yourself killed (intentionally) but you are willing to get into dangerous situations and waste time and resources to line your pockets.

+100cp - Pot un-luck

Pots can hold gold, monsters, or rarely valuable items. It's entirely random. With this drawback every pot has something unpleasant inside in addition to whatever RNG had waiting. Maybe you get a big gem and a lit bomb. Or two monsters jump out. While you are aware of this problem, the drawback also saddles you with a compulsion to open every pot you come across.

+200cp - Master of improvisation

It seems that on your way in here you lost your whip, and there's a suspicious dearth of weapons to replace it. In fact, even if you do come across a machete, shotgun, or other weapon you won't be able to use them. You cannot wield 'weapons' during your time here, and must rely on improvised weapons like rocks or even corpses. Bombs are the exception to this rule.

+200cp - Unlucky

The labyrinth is random in layout each attempt, yet it seems the dice fall in ways that never benefit you. There will be gold and items to find, of course, though the placement will feel somewhat sparse. You will never find your way down blocked off or impossible to traverse, but the trip will be rougher than usual. Jumps require precision, monsters wait in places to surprise you, spikes are everywhere while the platforms are few, and expect random events to anger shopkeepers often. Expect to go through your stocks of bombs and rope faster than usual.

+200cp - Always in a rush

I suppose you could walk at a normal pace instead of blitzing everywhere, but you're on a timer so GOGOGOGOGO! That the ghost is just waiting to come out and snack on you is never far from your mind, and a strong desire to get out of this crazy place of many stupid deaths pushes you to move as quickly as possible. Stopping to consider a situation is a strain, and don't expect to take more than a few seconds to come up with a plan. Sometimes the best way out is through, but this drawback will likely kill you as often as it saves you.

+200cp - Inattentive

Given the number of times you'll die and lose all your stuff, you might not always remember what you have on hand. Or maybe you forgot to make an escape route before throwing down that bomb. Or that something nasty was following you after getting into the latest fracas. Death is cheap and pain is temporary, so you can't really bring yourself to focus on survival as much as you should. After all, you have as many chances as you need to get it right, right?

+300cp - Belloq's apprentice

In addition to escaping the labyrinth, you must collect one million worth of gold and gems to clear the gauntlet. A difficult task that will require luck, the knowledge of a few tricks and exploits, or perhaps simply a trip to the City of Gold with a great many bombs in hand. In fairness, this condition is considered cleared once you've collected a million in the course of any run through the labyrinth. Once you've done so, you can defeat Olmec and be on your way.

+300cp - Run in circles, scream and shout

This place will wear on your nerves, and they'll fray to the breaking point when things are at their worst. Accidentally drop a bomb at your feet and you'll run like hell without thought to get away. Fall in a pit surrounded by monsters and lash out mindlessly. Boss fights will be tense, agonizing affairs full of second-guessing and hesitation even when things are going your way, and then you're panicking again. Thankfully you calm down almost as fast as you lose it.

+300cp - Monster magnet

Most monsters are content to patrol their areas, nest, or behave as they naturally do. Now every creature within the labyrinth seems to dislike your presence and will start chasing you the moment you come into view, not stopping until you're out of reach or dead. Those with the ability to do so will start hunting you the moment you enter the level they inhabit, by animal instinct or urging by security systems in the more tech-oriented areas.

+300cp - The shopkeeper is angry!

Shopkeepers are just bundles of poorly-restrained anger, quick to draw and slow to forgive at the best of times. Now they're always angry, all the time. You can steal from shops but never buy anything, and there will always be a shopkeeper waiting for you by the level exit.

+400cp - For the horde!

Most of the time you'll probably only fight one or two critters at once. Most are isolated, and none really work together. That time is past. The monsters of the labyrinth are now organized and numerous. Bats travel in flocks, spiders in swarms, cavemen in tribes. They work as a pack to battle threats and hunt prey, but their general behavior is otherwise the same.

+400cp - The walls are still shifting!

The labyrinth changes its layout every time you make an attempt to clear it. It's now an ongoing process that now won't wait for you to die. The landscape (cavescape?) will occasionally change in ways large and small, from passages appearing or disappearing to terrain shifting or the exit to the next area pulled away as you approach. If you're not careful you can be trapped or killed, but occasionally this may work in your favor. The changes happen on a semi-regular basis with periods of stability between them you'd best learn to make use of.

+400cp - Monster mash-up

Not even the creatures within the labyrinth are safe from the constant shifts. Traits will be randomized across the board. You might encounter cavemen that spit poison or spiders with wings, and bosses will always have an extra trick or two. Thankfully there's a limited list of traits for them to draw on, and over time you can observe and remember all the possible combinations. More powerful abilities, such as boss qualities or magical attacks can show up in the earlier levels, and some but not all traits have visual identifiers for those that possess them.

+400cp - Spelunky 2: The Moon Strikes Back

After defeating Olmec on Earth, you must pursue him...TO THE MOON! There you will find some things familiar and some things new. The duration of the jump is not extended, you have to clear both games within the time allotted.

+600cp - 100% completion (Requires 'Now in HD' and 'Spelunky 2: The Moon Strikes Back')

In order to clear this gauntlet you must find and win both game's secret endings. Beating the hidden bosses requires finding certain items and using them in specific ways over the course of traversing the labyrinth. You will lose any metaknowledge regarding this process when you arrive, and only know that there is a hidden objective you must fulfill to win. There will be clues scattered around the labyrinth to show you exactly what must be done to succeed.

You survived? Or maybe I should say you won?

You are now free to **go home** with all the wealth you accumulated here.
With the curse of Olmec lifted, you could choose to **stay** and settle down somewhere.
But I expect an explorer like you would prefer to **move on** to new adventures?

Just...umm...either way, don't forget the curse is lifted and get careless, ok?

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NOTES

So how long does clearing the game take?

In Spelunky 1, the ghost appears to chase you after two minutes and thirty seconds. You can easily escape the level before then, and if you're skilled or daring you can hang around past that point. With four areas with four levels each, you might beat the game in around 30-40 minutes. Less if you're lucky or rushing it. Spelunky 2 increases the ghost timer to three minutes and has six main areas. This doesn't count bonus levels or boss fights during which the ghost timer is disabled, but that's not a huge difference. You'll still have a lot of chances to clear the gauntlet.

If you don't take the 'Just like a game' drawback, assume that timeframe is multiplied by ten. So traversing the first game might take six to eight hours, and the second not much longer.

Can I tunnel a shortcut straight to Olmec or the secret bosses/areas?

Yes to the first, if you reach him first the normal way. But digging a tunnel that length across the entirety of the shifting labyrinth means it will only last for a very short time. Trying to bypass the entire labyrinth will mean you'll spend more time digging than spelunking, but smaller shortcuts will last for the majority of your time here.

No to the second. The secret bosses are in space or hell. You can't dig your way there with just a pick and a few bombs. You could make a shortcut to the black market if you wish, but sub-areas like that move around a lot and so the shortcuts won't last as long. On the other hand, since the jungle as a whole is always in the same general place even if the internal terrain changes over time, it's far easier and more efficient to dig a shortcut to the jungle's first level and go from there. Also, if you take the '100% completion' drawback fiat will always ensure that shortcuts will never work for skipping the chain of events and items you need to reach them.