

Shin Megami Tensei Nocturne: Puzzle Boy Gauntlet V 1.0 By Atma- Stand/Wandering Shadow



Forward

Hello Jumper! A bit of an issue that's come up. I know you wanted to go on another Jump, but uh... someone wanted to end the world through a ritual known as The Conception. Unfortunately for you, your various perks and powers were not enough to save from a universal reset, and you died. Despite all this, that wasn't your end. You awoke sometime later, covered in drying mud that seemed to add itself to your body along with a host of others, and you realized very quickly that you had become a Manikin with this new Vortex World. After some time, you and fellow Manikins made their way to a location of safety known as Asakusa. While exploring the lower sections, you encountered a younger Manikin in front of a gaming cabinet.

He claims that he just beat this really difficult arcade game and that he'd like to see you beat it too. If you do, he promises to give you a weird bug he found in the area. As you sit down in front of the cabinet, you see the screen light up with the words "Puzzle Boy".

As this is naturally a Gauntlet, you will be stripped of all Non-Body Mod Perks, Powers, and Items and will begin with +0 Game Points or GP.

Perks

- **Corpus Race (FREE)** – When the Conception occurred, weak human souls and emotions dissipated into pure Magatsuhi. However, they were a great number that held on. These stronger souls and emotions became one with the mud of Mifunashiro and gave that mud a rudimentary human form. As such, they are not human and cannot bear a

reason and will disappear when the new world is born. That being said, the Manikins still try to live during the time they have.

- Interestingly, despite being made of animated mud, Manikins start out being better than humans in four main areas. These areas are strength, magic, agility, and luck. Perhaps it is because of the nature of their creation, but a Manikin's capabilities are not reflected on their body, allowing them to hide their true strength, however meager it is. They are weaker than humans when it comes to their vitality though. Perhaps there may be a way to grow stronger, but you'll need to pay for that strength.
- **Demoniglot (FREE)** – As a Manikin, you can speak, read, and write in the language of demons. This will be helpful with navigating the Vortex World and Post-Gauntlet, this will be applied to all forms of demonic language. Now, if you were stronger than a Manikin, you could use this to negotiate with demons of all kinds from either an equal footing or a higher position.
- **Basic Defense (-100 GP)** – Manikins, despite the derision they receive, are not without the ability to defend themselves. The problem is that compared to demons, manikins are after all only slightly stronger and more agile than regular humans. They do have some defenses to them in the form of three skills. These three skills are as follows.
 - **Binding Cry** – A frightened cry that has a 20% chance of binding all enemies that hear it. Bind is an ailment which paralyzes an enemy for a short amount of time.
 - **Panic Voice** – A shout that has a 30% chance of inciting panic on enemies that hear it. Those inflicted with panic will begin to act in completely irrational and hysterical ways.
 - **War Cry** – A powerful cry which reduces the physical strength of an enemy greatly.
- **Strong Soul, Stronger Emotions (-100 GP)** – When the Conception occurred, the weak souls and emotions of mankind were converted down into pure Magatsuhi. However, a few souls bore stronger emotions that allowed their sense of selves to remain despite the horrific nature of their rebirth. Now, you can retain this effective blessing, preserving your sense of self, no matter how much you change, whether this be through your own choices or from the actions of those beyond your awareness. This can even apply far beyond this basic understanding, as should you be resurrected through fusion or be fused with another entity in general, you will remain the dominant personality.
- **Keen Mind (-200 GP)** – Your previous life must have had many hobbies, and you more than likely frequented an arcade or two. It would be safe to assume that while you never were the greatest at the various games you played, you knew your way around. As such,

you have an intuitive grasp of video game puzzles. This is not a complete understanding of them per say, but it will provide you an easier time figuring them out than your Manikin peers.

- **Boundless Mud (-200 GP)** – Manikins, being as weak as they are, have expectations thrust upon them by the demons that roam the Vortex World. They are to be servants, subjects of torture, or just walking bundles of Magatsuhi. That being said, you are not a demon, and even if you somehow became one, you are not and cannot be bound or influenced by natural instincts or outside forces. Post-Gauntlet, this can be applied to all forms of races that you may choose to become.
- **Puzzle Master (-400 GP)** – While Puzzle Boy is a simple kid’s game, it also gets rather difficult as you progress. But you seem to have prior experience in puzzles, a lot of experience. As such, when looking at any type of puzzle in a videogame or real-life puzzles, such as environmental puzzles, you can mentally map out the best way to quickly solve it. Useful for speed running Puzzle Boy and anything beyond!
- **Greater Corpus (-400 GP)** – Most Manikin are rather weak, but a few have an exceptional strength to them. This strength can manifest in different ways from vague prophetic visions, spells that cause demons to enter a berserk state, the ability to channel the will and sight of greater demons or interpreting demonic systems. Whatever you choose, you will stand above your fellow Manikins in importance and power.

The following two perks are... not exactly something a normal manikin would normally have access to. In fact, if you were to take either of these two perks, you’d no longer be a manikin. You would have died a second time prior to the beginning of this Gauntlet and through the intervention of a Fiend, you would have been resurrected, joining the ranks of the demons as either a member of the Kishin Clan or Foul Clan. The two clans have a different approach to survival which will be detailed below.

- **Kishin (-600 GP)** – Being reborn as a demon, your new form has lent itself to a more physical focus as a reflection of your second life’s more sage-like nature. As such, not only do you have a resistance to physical attacks, but you come with several innate skills that will aid you greatly. Though it seems that there are a few more skills waiting to be realized.
 - **Focus** – Improves the strength of the next physical attack by 2.5x
 - **War Cry** – A powerful cry which reduces the physical strength of an enemy greatly.
 - **Mute Gaze** – An ability that has a 40% chance of muting an enemy.

- **Lunge** – A fairly accurate shoulder tackle that has just under 25% chance of inflicting greater damage than normal.
- The following skills will naturally unlock after a short time of combat and expanding your expertise with your new powers.
 - **Might** – Triple's once chance of inflicting critical damage.
 - **Life Surge** – Increases your Vitality by 30%.
 - **Mana Surge** – Increases your Magic by 30%.
- **Foul (-600 GP)** – Being reborn as a demon, your new form has lent itself to a more magical focus to act as a balance to the greater physical might you had in your second life. As such, you have access to several powerful elemental spells and some skills that seem to be waiting for their full realization.
 - **Maragion** – A moderately powerful fire element spell that targets all enemies.
 - **Mabufula** – A moderately powerful ice element spell that targets all enemies with a small chance to cause Freeze. Frozen enemies will take extra damage when struck with a physical attack.
 - **Mazionga** – A moderately powerful electric element spell that targets all enemies with a small chance to cause Shock. Shocked enemies will take extra damage when struck with a physical attack.
 - **Mazanma** – A moderately powerful force element spell that targets all enemies.
- The following skills will naturally unlock after a short time of combat and expanding your expertise with your new powers.
 - **War Cry** – A powerful cry which reduces the physical strength of an enemy greatly.
 - **Void Force** – Imparts immunity to force element attacks and force element in general. This overrides any resistance and weaknesses.
 - **Void Electric** – Imparts immunity to electric element attacks and electricity in general. This overrides any resistance and weaknesses.

Items

- **Manikin Robes (FREE)** – A simple set of Manikin robes and sandals. While a bit scratchy and rough spun, they are all that you have to wear.
- **Puzzle Boy Jingle (FREE)** – This song is the theme that plays during Puzzle Boy. You have a mental copy that can be played any time you are trying to solve a puzzle.
- **Comfortable Stool (-100 GP)** – A seemingly ordinary gaming stool commonly found in arcades. Perhaps it was an effect of the vortex world, but you'll know what form of

posture you take or the length of time you sit on this stool, you will never feel discomfort. Perfect for long gaming sessions.

- **Snack-Box (-100 CP)** – A relatively small and nondescript box that is found near the Puzzle Boy Cabinet. Opening it will reveal an assortment of snacks and drinks from home. While as a manikin you have no real need for it, the reminder of your former humanity and the general sweet and savory tastes of the contents are a great way of easing stress from the more difficult puzzles of this game.
- **Incomplete Guide (-200 GP)** – Hmmm, what’s this? Next to the Puzzle Boy Cabinet is a worn notepad, containing a partial guide of how to beat the Puzzle Boy game. Now, this isn't a perfect guide as you’ll find that certain puzzles are either only explained via text or only via images. This guide will update itself with every new Jump, but you have a feeling there are better options.
- **Boogie-Woogie (-200 GP)** – The Collector Manikin must have definitely missed this one. You have in your possession an old Colt SAA or S&W Model 3 that has been modified to fire in double action without visibly altering its frame. In addition, due to the energies of the Vortex World, this revolver doesn’t seem to run out of bullets. Interestingly enough, this vortex ammo can be traded for goods at a high value.
- **Cheat Sheet (-400 GP)** – Remember that incomplete guide from earlier, well consider this one a completed version. This detailed guide shows every possible way to beat Puzzle Boy and then some. More importantly, it updates every jump without changing its volume size, allowing you to get the edge in any game you play.
- **Game Room and Cabinet (-400 GP)** – The Puzzle Boy game cabinet can be found in its own room in Asakusa. Now you might like that idea and we think it’s not a bad one either, so we’ve set this up for you. You now have a small and currently rather bare game room with a single large game cabinet. This cabinet can copy the hardware and software of any gaming system hooked up to it, and the fiat-backed nature of the room prevents anyone from barging in on you while you take time to get a game or two in.

The following two items are rather different from the rest. Instead of offering you comfort, protection, or an easier time here, these last two items offer either the promise of knowledge or the promise of power. Choose wisely, for both items can be of great use to you in the future should you choose to take them.

- **Mifunashiro (-600 GP)** – Within the center of Asakusa lies the holy site of Mifunashiro. This massive series of caves and waterfalls contains a variety of things like a vast hoard

of Magatsuhi. Now you will not be receiving that hoard with this purchase. Instead, you will receive an altered version of Mifunashiro. This version will restore the vitality and mana of all those who choose to defend and reside within it. For those residing in its centermost point, they will receive fairly accurate prophetic visions of what may come with reliable notions of how to handle them.

- **Empty Yahirono Himorogi (-600 GP)** – There are many treasures in the Vortex World, and this is an extremely sought after one... or at least it was before a certain foul Manikin got his hands on it. This pyramid-like object once contained enough Magatsuhi to call forth a Sponsor of a Reason. However, even with its power drained, it still has a great use. You see, it can act as a perfect receptacle for any Magatsuhi present, drawing the energy within itself, and only releasing that energy when you desire or allow. Post-Gauntlet, these items can store other forms of spiritual energy the same way.

Companions

- **Pyro Jack (-400 GP)** – The mascot of Puzzle Boy! This low to mid-level demon of the Fairy race has pledged his loyalty to you. Pyro Jack has a great affinity to fire, so much so that he absorbs fire-based attacks, healing himself. This, though, comes at the cost of being very weak to ice-based attacks. Like all demons in Vortex World, Pyro Jack comes with several skills, and as you're paying for this demon, all of his skills will be unlocked from the start.
 - **Agi** – A weak fire spell that targets one foe.
 - **Maragi** – A weak fire spell that targets all foes.
 - **Nag** – Pyro Jack incessantly annoys and nags an indecisive demon or enemy into either joining you or providing you aid.
 - **Stun Gaze** – A gaze that has a 40% chance to temporarily stun an enemy.
 - **Lunge** – A fairly accurate tackle that has just under 25% chance of inflicting greater damage than normal.
 - **Agilao** – A medium strength fire spell that targets one foe.
 - **Anti-Ice** – This skill imparts a resistance to ice-based attacks, overriding the weaknesses innately present in Pyro Jack.

Drawbacks

- **Backseat Gamer (+100 GP)** – A puzzle game like this requires a fair degree of focus and understanding. Overtime, you'll begin to learn tricks like the back of your hand and develop your own strategies. That works for you, not for the Puzzle Boy Manikin. See, he's already beaten Puzzle Boy, and he sees your style of gameplay as less than his. So,

he's offered his help and advice. It will slowly start to get more and more annoying as he doesn't know when to stop talking over your shoulders.

- **Lag (+100 GP)** – The Puzzle Boy Cabinet survived a whole helluva lot when The Vortex World formed. Unfortunately, this means that certain internal mechanisms have been damaged. Oh, not enough to prevent you from playing, but there's always about a half to full second lag between your input and the game registering. This naturally may lead to some frustration and a little extra time taken than was necessary.
- **Double The Fun! (+200 GP)** – Puzzle Boy has about 20 levels. Normally that's good enough for you. But come on! You want more don't you. Some more levels that will allow you to forget the trials of the Vortex World above. So, now the Puzzle Boy has an additional 20 levels with new and exciting puzzles! It's like a whole new expansion pack!
- **Twitchy (+200 GP)** – Manikin's have a curious physical trait where their whole bodies will exhibit twitch-like muscle spasms. Most of these spasms aren't that bad unless you're Sakahagi. See, Sakahagi suffers from more pronounced spasms and now you do too. What does this mean? Your body violently twitches and spasms at random intervals which can throw off your inputs at the worst and best of times.
- **One Sitting (+400 GP)** – Generally games can be played, paused, and returned to when either you feel ready to play again or if something interrupts you. Unfortunately, Puzzle Boy doesn't work like this. You see, this was a game meant to eat Yen like it was going out of style and while the pay aspect might not be an issue anymore, something else is. Should you be forced to step away from the cabinet for any reason, the game will reset itself back to stage one, forcing you to restart from the beginning.
- **Lesser Demon Interruption (+400 GP)** – At the time of your arrival, Asakusa is still being cleared of rubble and debris by the manikins. Because of this, there is still a token force of demons that have migrated from the Ikebukuro tunnels. The room you'll be playing in is one such place that they will be attracted to. As such, there's a fair chance that a lesser demon or two will discover this room while you play. Unfortunately, they're a little short on Magatsuhi and think that you will be a great source. While not the most dangerous foe, they are still a credible threat.
- **Medium Demonic Interference (+600 GP)** – Okay so remember how I stated earlier that there may be a threat of lesser demons attacking you? Well good news, the chance of an attack from a lesser demon may or may not be reduced depending on your choices. Bad news, there is an absolute chance that a demon of moderate strength has moved from

Ikebukuro and into Asakusa. More importantly, at least one of these demons has or will discover you during your time here. Get ready Jumper, this will be a definitive fight.

- **Crazed Manikin (+600 GP)** – Of all the Manikins, there is one truly infamous one, Sakahagi. This reincarnated businessman has quite the murderous intent and has been skinning his fellow Manikins for their power. Now, he's moved on from Asakusa, but his actions have made an impact. You see, there is now another Manikin that has lost their mind due to Sakahagi's cruelty. They feel that the only way to protect themselves from Sakahagi is to become like him. As such, they will target you and the Puzzle Boy Manikin, thinking you to be easy targets.

Rewards

- **The Geis Magatama** – So, you've beaten the Puzzle Boy Game and the Manikin child is true to his word. He hands you a small bug-like creature that's curled in on itself. While he does not know what it is, you know it very well. This is the Geis Magatama, a parasite that contains the essence of demons. When consumed, it will perfectly fuse with the host, converting them into a Demi-Fiend. Geis is a light element Magatama which voids expel magic and focuses on healing magic. It will slightly increase your physical and magical strength, and increase your vitality, agility, and luck by a slightly greater amount than that.
 - While you do not have access to the knowledge hidden within it immediately, through battle and experience, these skills will become known to you. As a parting gift for acquiring this Magatama through this Gauntlet, should you encounter other Magatamas in your future, you may consume them without having to remove Geis from your body, allowing you to use two Magatamas at once.
 - The abilities that Geis has hidden within it are as follows.
 - **Diarama** – Greatly restores one ally's or your health.
 - **Life Refill** – You will regain health through each step you take. This can only be when not in an active battle.
 - **Tetraja** – You can create a shield which nullifies all expel and death magics for you and your allies. This lasts until either the end of a battle or when such a magic is nullified.
 - **Mediarama** – Greatly you and ally's health all at once.
 - **Diarahan** – Fully restores your or one of ally's health.
 - **Mana Refill** – You will regain mana through each step you take. This can only be when not in an active battle.
 - You will receive three boons with the Magatama, Geis, as one last parting gift.

- You may choose to retract the horn located at the back of your neck without interfering with your new demonic abilities,
- You will not receive negative reactions from the tattoos that now adorn your body and the changes to the color of your eyes, and
- The power of the Magatama, Geis, will become a part of your Body-Mod.

Afterward

This Gauntlet does not immediately end when you complete the Puzzle Boy game. Instead, it ends shortly after. Once you complete the game and receive Geis, you will have some time to spend among the manikin before consuming it. When you do, you will feel Geis move through your body before merging with you. Because of your nature as a manikin or as something more, it will not be as blindingly painful as it would if you were a regular human. Regardless of your next choice, you will be reborn a third or perhaps fourth time, as a being with far greater potential than before.

- **The Reason of Freedom** – You decide to stay among the Manikins and when you next wake, you will find yourself among the dunes a short distance away from Asakusa. You feel different, stronger than before, and when looking at your hands, you see the familiar tattoos of the Demi-Fiend upon your flesh.
- **The Rejection of the Conception** – You decide that this is it, you want to return home. When you next wake, you will find yourself back home, your true home, on the day you first began to Jump. You feel different, stronger than before, and when looking at your hands, you see the familiar tattoos of the Demi-Fiend upon your flesh.
- **The Path of Thorns** – You decide that, as nice as the Manikin are and despite the draw of your old home, you are not going to stop Jumping. When you next wake, you will find yourself in your warehouse, your benefactor and companions warmly greeting you. You feel different, stronger than before, and when looking at your hands, you see the familiar tattoos of the Demi-Fiend upon your flesh.

Changelog and Notes

- **5/18/2024** – Version .9 Created
 - Perks
 - The Kishin and Foul perks were based on the ally demon versions of Futomimi and Sakahagi.
 - Items

- Boogie-Woogie was originally going to be just Raidou's pistol but something about it bothered me and so I sought to make it a middle ground between Raidou's and Dante's pistol in the caliber and size department, hence why it is a .45 LC.
- Reward
 - Should you take either or both Kishin and Foul, the Geis Magatama will perfectly harmonize with your new demonic state and combine its abilities with the abilities of either perk without issue.
 - For game context of what Geis increases
 - Strength +2
 - Magic +2
 - Vitality +4
 - Agility +4
 - Luck +4
- **5/21/2024 – Version 1.0 Created**
 - General
 - Thank you midnight007aaa and NeoDraconis for your comments as you both made me aware of some points that I had forgotten to include.
 - Minor grammatical fixes and changes were made.
 - Perks
 - I was missing a 200 CP Perk, added “Keen Mind” Perk.
 - Buffed the “Puzzle Master” Perk slightly.
 - In regards to the 8 skill limit, I have been viewing that as a gameplay restriction and can be entirely ignored.
 - Items
 - Added an option for an S&W Model 3 for the Boogie-Woogie Item for variety.