

The Outlast Trials Gauntlet

By Brewhaha

Jump doc 0.7



The year is 1959 - the height of the Cold War - and you discovered a flyer for Murkoff's charity program. After applying for it you were imprisoned in a secret Murkoff facility called Sinyala Facility to go through 'therapy' and be reborn through the conditioning of Dr Easterman.

You have three options - rebirth, escape or stay. To be reborn you have to collect 20 tokens from ten trials, escape via Amelia's plans or just stay in the Sleep-Room like Doris by presenting yourself as helpful to Murkoff until the corporation doesn't force you to do trials.

Due to this being a gauntlet you will be brought down to body mod. You will stay in this world until you either die, go through the release protocol or escape. Failure is not a chain failure and will only send you to the next jump without the perks and items you chose for this jump.



Trials

After going through the introduction in the Mansion you will be brought to the sleep room which is your rest area/lobby between trials.



Police Station

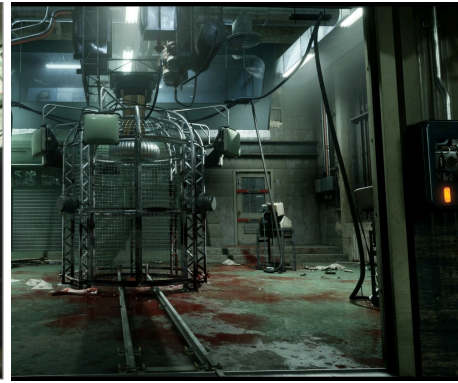
The Thin Blue Line is the Trial Environment of Prime Asset Sergeant Leland Coyle.



Kill the Snitch

False witnesses must not be allowed to spread their false truths. Take the Snitch to the execution chamber and silence his lies.

You must infiltrate the Police Station to find the Snitch. As you push them the power will go out requiring you to restart generators and unlock doors to clear your path to the execution chamber. Electrocute them while avoiding the Prime Asset to gain a chance to escape.



Cancel the Autopsy

Corpses offer forensic facts incompatible with our truth. Grind the bodies into factually correct slurry.

Obtaining the keys for the Gymnasium you must lower three bodies into a grinder. Then you must escape the inserted Coyle as they chase you to the escape shuttle.



Sabotage the Lockdown

If you can open doors, no prison can hold you. Power the generator to enable your escape.

Power on a generator in the Police Station so you can escape; be wary of Coyle and the Ex-Pop that roam the area.



Release the Prisoners

Only Murkoff arbitrates justice; free the convicts falsely imprisoned for their conspicuous guilt.

You have to find keys for the security room while avoiding enemies. Inside the room there is a switch which opens the cells.



Teach the Police Officer:

Defining laws creates crime; replace the precinct's training film with Murkoff's reels and make future crimes our own.

In the auditorium there is a key to a small room with two new keys. Using these items you must find the correct room where a film reel will be located; a room will either have the reel, two keys or nothing. Once the film is in the auditorium you can leave.



Eliminate the Past

Destroy as many of the historical records as you can within the allotted time. The more you eradicate, the less we punish.

Grinding up a document box in the gymnasium you will have a limited time to deposit nine other boxes. The more boxes you destroy the less enemies there will be for your escape to the shuttle.



Orphanage

The Sunshine Orphanage is the Trial Environment of Prime Asset Mother Gooseberry.



Cleanse the Orphans

Education establishes obedience and Faith makes it manifest. Teach the children, give them First Communion, and make them ours.

You must infiltrate the Orphanage broadcast room where repairing a frequency box will lead to the need of repairing similar boxes scattered around the building. This will allow you to unlock the classrooms where you need to swap projector reels. Then you can open the Chapel where a party will be thrown. To begin the festivities you will have to find two keys for generators in the basement which will power the saw; aim to chop the legs. Finally you must escape Gooseberry to the trial shuttle.



Feed the Children

A healthy body makes for a healthy mind. Provide the Children with the nutrition they deserve.

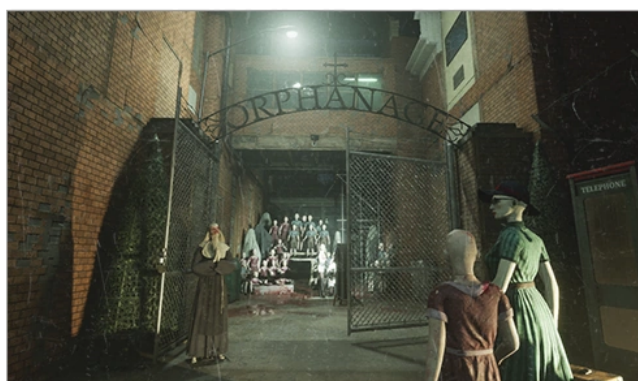
In the kitchen you have to create the soup; using the secret ingredient of bleach. Once the mannequins complete their actions you can return to the shuttle bus while avoiding enemies.



Foster the Orphans

Save the children from Mother Gooseberry and lead them to their new foster home.

A group of mannequins need to go through a gate. There are frequency boxes scattered around the building that you need to tune.



Gather the Children of God

Too much mother-love makes a weak child. Gather the Children and bring them to the priest for a more strenuous education.

There are four children mannequins that you need to take to a van outside of the orphanage. Each child requires a button switch to release their body.



Reunite the Family

The nuclear family is the societal ideal. Release the orphan from the shackles of the state and reunite him with mother and father.

Bring a child mannequin to the lobby and unseal the exits based on a generator that needs gas and two keys found in bodies. To reunite the child with its parents you have to grind it up.



Fun Park

Futterland is the Trial Environment of Prime Asset Mother Gooseberry.



Grind the Bad Apples

We must eliminate the misbehaving children. Take them to the "Root Canal," where the good children won't see you give them a gentle correction.

First you have to win four tickets from carnival games to gain access to the Root Canal. Then you have to push the duck boat while taking the time to flip the battery switches that hold some gates up. Then Mother Gooseberry sabotages the ride by cutting off the water supply so you have to raise the water so it can reach the grinder.



Punish the Miscreants

Naughty children can only learn obedience through punishment. Teach the children to behave.

There are four children mannequins that you need to take to the grinder in the barn. Each child requires a button switch to release their body.



Open the Gates

You cannot let power imprison you. Disconnect the electric gates and make your escape.

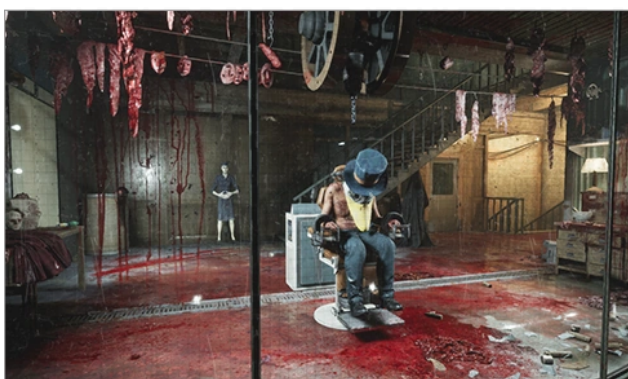
To escape the trial area you will have to open three gates via disabling battery switches.



Drill the Futterman

People are not toys, stop Mother Gooseberry from making a human Dr. Futterman.

Assassinate the Bootleg Futterman via a power switch for a drill in the office.



Deface the Futterman

Childhood memories are the stagnation that impede your growth. Put away the childish things that clutter your mind.

Hit four Futterman targets to gain entry to the Diner where you have to replicate the same action; this the same for the fountain area. Then in the barn you have to hit three targets within two minutes before the shuttle leaves.



Courthouse

The Courthouse is the Trial Environment of Prime Asset Sergeant Leland Coyle.



Vindicate the Guilty

We cannot allow our innocent institutions to be persecuted for their clear guilt. Sabotage the proceedings, silence the witnesses, and revoke the authority of the judge.

Heading into the courtroom a gate and Coyle will block your direct path; this requires you to take a detour through the library. Figure out the evidence box puzzle and drop its contents into the fountain where you can add acid from the bathroom to destroy the evidence. You have to replicate this process two more times with more acid scattered upstairs. Then you have to use the microwave trigger to kill the first witness before using a tracker to find the other two. Finally the judge needs to be executed via two cranks.



Escape the Courthouse

Don't let the pain of our victims restrict your liberty. Kill the scapegoats, free them of their suffering and you of your bondage.

There are three stages of scapegoats that need to be killed by microwave triggers. Each section has one or two with the first section needing two triggers for one, the second section for two and three needing three triggers for one.



Destroy the Evidence

If there is no evidence, there is no crime. Destroy the proof of our mistakes, and then we never did anything wrong.

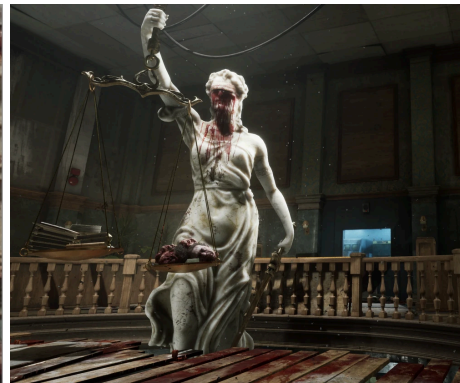
Transport three acid buckets to the courtroom via changing gated doors. This item is then used to destroy a body.



Tilt the Scales of Justice

Can real evidence of false crimes outweigh the power of corrupting wealth? Load the scales of Lady Justice and observe.

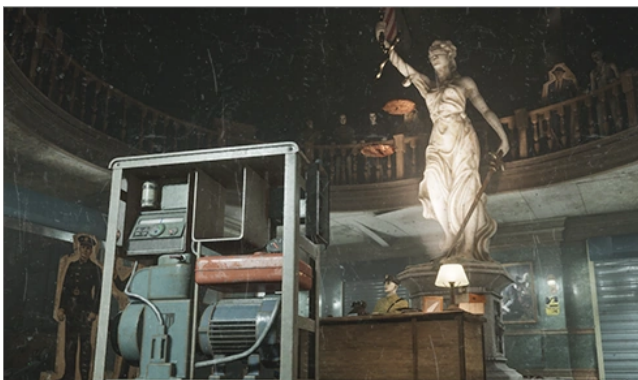
Balance five evidence heads on the Lady Justice scales.



Fuel the Release

Justice, like civilization, requires power, and power requires fuel. Carry the fuel, power the court, and secure your liberty.

Locate gas for the generator in the courtroom, then replicate this for the courtyard and the lobby.



Toy Factory

The Duck Duck & Goose Factory is the Trial Environment of Prime Asset Mother Gooseberry.



Pervert the Futterman

We cannot allow secret messages and innuendo to brainwash our children; expose and humiliate the hidden deviant, then destroy him.

The front door is locked, requiring you to go into the basement where a man named Oscar is stuck inside a trash compactor; he has the key and says he will give the item if you free him. Rather than helping him you have to fill the compactor causing it to activate and reveal the key. Once you enter the building proper you can find the deviant tied to a conveyor belt. You need to find a wax box and key to continue to the next stage. Then you need the second key and the relevant erotic toy box before finally needing the third key and the relevant lubricant box. Once they enter the warehouse change the production line direction to the incinerator and supply gas to burn the deviant.



Crush the Sex Toys

Discreet packaging hides dangerous perversion. Shine a light to expose the boxes of sex toys, then crush them with industrial force.

Insert the correct four boxes into the compactor by activating generators to reveal hidden numbers.



Incinerate the Sex Toys

Perversion on an industrial scale ferments widespread corruption and disobedience. Push the production carts of sex dolls into the incinerator and burn the sickness.

Push the cart through two gated doors; each gate will require a key. Once the cart is in the incinerator you can exit.



Shutdown the Factory

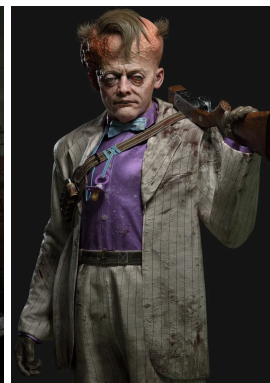
Murkoff controls the means of production; use the emergency breaks to shut down the factory.

Turn off all the fuse boxes via a corresponding button switch to activate the main device.



The Docks

The Mobster Hideout is the Trial Environment of Prime Asset Franco Barbi.



Poison the Medicine

In a godless world, opiates will be the religion of the masses. Take control of drug production, and you can kill with the nonchalance of a god.

You have to poison the drugs at the Drug Laboratory. First transfer two packages into the train depot; you will have to decode a puzzle box to gain them back before the journey is complete. Then find a poison canister and mix it into the drug cooker. After processing and dispensing the items you have to take them onto the ship where two mules are waiting to be cut into.



Empty the Vault

Casinos are the temple of idiot waste and willful failure; steal from those who would steal from you.

You have to bring items to a gangster mannequin from the casino safe. To figure out the code you will have to link symbols to number pads.



Poison the Cattle

The milk of human kindness must be contaminated with liberty and progress. Poison the cattle and spoil their milk.

You have to poison two big grunts with four poison canisters scattered around the depot, shipping yard and casino.



Stash the Contraband

Economies based on narcotics crumble without their primary market. Steal the drugs, hide them securely, and we will let you out.

Hide packets within specific corpses that are inside yellow barrels around the depot, shipping yard and casino.



Cook the Informant

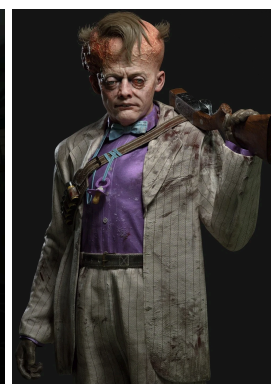
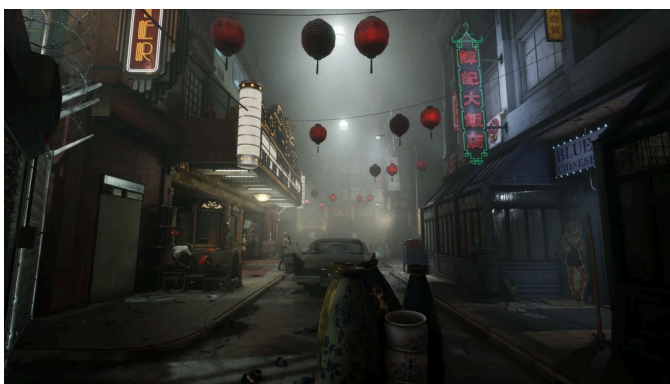
*Nobody can resist interrogation by torture, and any manner of death is mercy.
Microwave the informant, burst his head, and we will let you out.*

Using a provided microwave trigger you enter the train depot where the scapegoat is hiding. You will have to use three defective triggers and a tracker to eliminate them.



Downtown

Downtown is the Trial Environment of Prime Asset Franco Barbi.



Pleasure the Prosecutor

He who controls what justice desires defines the contours of law. Sate the prosecutor's more discerning pleasures.

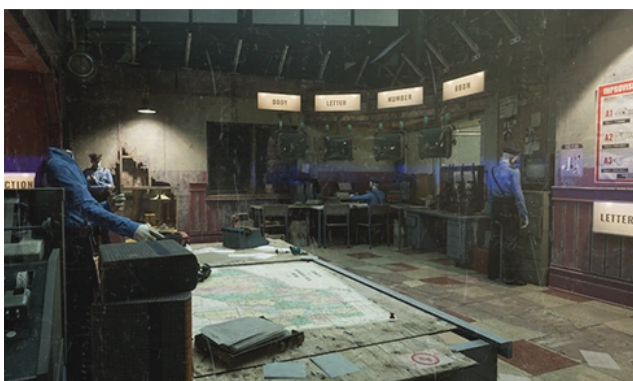
Locate where the VIP dispensers are until the loading is complete and switches are activated. Then go to the theatre to turn off the show and switch the mannequins out. Each mannequin has a scapegoat that needs to be executed for a key. Finally remember the colour order to behead the District Attorney.



Kidnap the Mistress

Prostitutes receive more honest confessions than priests. Identify the pervert by his tastes, kidnap his dominatrix, deliver her for interrogation, and we will let you out.

Tune into different radio frequencies to gain clues about your target; these can be found by following the blue wires connected to gangster mannequins. Bring your target to the van and if it is correct you can leave while an incorrect guess causes an explosion of psychosis.



Spread the Disease

Sexually transmitted diseases are the secret handshake of evolutionary judgement and divine retribution. Spread the infection, and we will let you out.

Activate the Capture Protocol system to reveal a bottle that has to be poured into a tank. Two switches need to be activated and after delivering three more bottles the victim is lowered into the tank and injected.



Variators

Strangers (+100 RP): You will be doing the trials with three other people. This increases the chance for imposters to catch you unaware. This also replaces more of the mannequins with failure Reagents that will plead and beg for their survival.

Limited Intel (+100 RP): Your assignment details for the trials are limited.

No Prescriptions (+200 RP): You can only use tier 1 prescriptions.

No Amps (+200 RP): Flip a coin before beginning each trial to see if amps are disabled.

Winter Kills (+400 RP): The trials will sporadically fill with freezing cold air; the only way to avoid damage is to hide.

Toxic Shock (+400 RP): The trials will sporadically fill with toxic gas; the only way to avoid damage is to hide.

Program Giester (+600 RP): The Skinner Man is a strange entity in the trials - a phantom avatar of Dr Easterman - appearing if a Reagent loses their sanity and enters psychosis. They are always aware of where you are, immune to physical attacks and drain your health if you are too close. The only way to stop the chase is to find an antidote. Now the ghostly figure is always in the corner of your vision, causing an increased risk of psychosis.

Countdown (+600 RP): In some trials the E.S.O.P was rigged with explosives that would kill the Reagents if the timer fell to zero. Thankfully they could extend the timer via items scattered throughout the trials. Now whenever you do trials you need to be efficient and keep an eye out for extenders. If you can find and stop the radio broadcast the timer will stop for that trial.

Prime Time (+800 RP): Prime Assets usually stay in their own trial areas - Coil in the Police Station, Futterman in the Funpark and Franco in the Docks - but now there will be more than one in the same trial. Destroying the TVs in the trial will lead to the outside Assets leaving.

Jaeger Onboarding (+800 RP): Captured and changed by Murkoff not once, not twice but three times Henrietta Grubbs is almost unrecognisable. A former Reagent that was mutated in a Heavy Ex-Pop she never fell under the charismatic influence of the Prime Assets and was disposed of but survived the seemingly fatal injuries. After the Escape situation she was 'augmented' with cybernetics and is now the Jaeger that can hunt Reagents down. At the beginning of every trial your benefactor will flip a coin; heads she will be in the trial or tails she will not.

Perks

Inventory (Free): While running for your life you really don't want to drop a life saving item. Now you have three inventory slots that give you access to a small hamper space. You can summon the objects to and from your hands if you have the relevant room.

Evaluation (100 RP): According to an evaluation report, stronger Reagents are desensitized from traumatic events in the trials, enabling them to commit atrocities and assassinations without hesitation; they are also masochistic enough to not break under intense torture. Now nothing phases you including the sensation of pain or fear.

Pouncer Hiding (100 RP): Sometimes you can't run. Pouncers are paranoid Ex-Pop that attack Reagents by ambushing them from their hiding space. You have their ability to hide and can even tell if an enemy is passing by your spot without having to look outside. Just by looking at a spot you can tell if it will hide your body from prying eyes.

Grunt Strength (200 RP): Big grunts are inhumanly large Ex-Pop and now you have the strength of these so called violent children without the oversized frame. Break down doors in a single hit or knock a person to the ground so hard that they are momentarily winded; you could lift a normal sized person with one hand.

Expectations (200 RP): Many of the Reagents become a disposable prop for the trials and a grim reminder of Murkoff's expectations. When you are in a tense situation you will always know how to follow orders and how far you can rebel before being put down. If you are told to kill the snitch in a trial you are aware of what will happen if you fail; maybe that will convince you to complete the trials without breaking the rules.

Imposter Acting (400 RP): Imposters are Ex-Pop that pretend to be Reagents before betraying the group. This improves your acting ability to mimic those around you so that the closer you get the better you are at pretending. It would basically take you stabbing a person for them to realise that you are an imposter.

Lucid Dreaming (400 RP): A little early to gain this ability Reagent, Wernicke would kill to have you in his experiments with the morphogenic engine. When you sleep premonitions will present themselves and with practice this can occur even when you are awake. These visions are heavy in symbolism and you may have trouble remembering them at first but you will get better at understanding their meaning.

Berserker Hearing (600 RP): Berserkers are a highly aggressive group of Ex-Pop that are blind and rush towards any sounds; always attacking in all directions. Maybe it's due to bio-engineering but they are incredibly sound sensitive. Now you can easily catalogue the sounds around you, almost recreating the world just out of sight

with a form of echo location. This allows you to notice the locations of your enemies and other important details.

Pusher Resistance (600 RP): Pusher's are a group of Ex-Pop that were driven insane due to being in close proximity to poisonous gas. Now during the second version of Project Lathe, they spray Reagents with toxic gas that attacks their sanity to a possibly fatal intensity. This perk somewhat protects you from that with a form of drug tolerance and mental hygiene. While it is not complete immunity it does get better the more you are exposed to a substance until there are no negative consequences to a substance.

Items

Outfits (Free): You have all the customisation options for the Reagents. This includes full outfits, individual clothing items and different versions of equipment.

Night Vision Goggles (100 RP): Reagents have night vision goggles drilled into their skull during the conditioning phase of the trials. By paying RP you get to keep the goggles after they were removed. The item also recharges in between use unlike the normal version and its duration is expanded further.

Bandages (100 RP): No matter the injury you can heal slightly by wrapping these bloody white bandages around your arm; as long as the wound is not instantly fatal. You begin with an unused item but post jump the roll is unlimited.

Rig (200 RP): Used in the trials to surprise the Ex-Pops and Prime Assets. A rig has different configurations which you can change while you are at any of your properties. You have all six types in their fully upgraded form. The Stun is a throwing device that stuns and disorientates enemies with an electric shock. The Blind is a landmine that will create a blast of smoke that enemies can't see through. Heal replenishes the health of you and your allies through a gas. X-Ray reveals the locations of both friends and enemies through walls. Barricade can delay enemies from pursuing you by creating a barricade. Jammer disables electronic devices and unlock padlocks.

Evidence (200 RP): Normally randomly scattered throughout the trials you have a self-updating collection of documents that detail the secrets of Murkov. This gives you information on important figures like Easterman and gives an insight into the recorded actions of other people; even stuff that is supposed to be classified or top secret. Post jump you can select one person or group and you will get all official documents relating to them.

Antidote (400 RP): This antipsychotic medication is clinically called Chlorpromazine and can be used to heal mental damage. It is taken by inhaling the substance and works instantly but the temporary item will be used up. During the trials you start with an antidote on you and can find more easily. Post jump you get the formula to make this.

Master Key (400 RP): While seemingly haphazardly made and held together by duct tape this handheld device can open any lock no matter the skill of type. The pick on the front will always fit into a physical lock and you don't have to fumble with pins and angles as it will unlock instantly; post jump it can also be used to lock or unlock any physical door.

Amps (600 RP): While these are technically contraband under Murkov's rules the corporation does not stop Dorris from selling them to other Reagents. Using these items offers temporary special effects that are only present when activated and you

can only have three activated at a time with one from each group; Tool, Skill and Medicine. Because you are paying CP you get a copy of all current amps which can also be used by other people.

Prescriptions (600 RP): Given by the Pharmacy these offer permanent boosts to somebody's physical performance; you can't stack multiple versions of one prescription. You get a copy of all the current prescriptions and if used on yourself or others you get a new one in 24 hours.

Companions

You can choose if companions do this gauntlet with you but they will have to be Reagents as well with the same body mod rules that place them at a human level.

Each trial can be done with up to three other people.

If you can convince other Reagents or non-Murkoff agents to join you on your journey they can come on your jump for free.

For 100 CP you can gain a murkoff employee. This includes the retailers.

For 200 CP each you can take a Prime Asset.

Rebirth, Escape and Remain

Rebirth

To go get the Rebirth Ending you have to complete a minimum of ten trials which unlocks the shuttle to the Mansion. First you have to deliver boxes filled with your new identities to the proper authorities. Then you have to fix the three frequency machines that play a word for your trigger phrase while avoiding enemies. Once that is done a gas can is used to activate the film projector; the next step is to find the relevant film and see the words. Finally you can go through the employees only door which causes you to black out, quickly awakening in a vast ocean with a distant bright light. Approaching will lead to you hearing the blaring noise of a radio tower...

Escape

Amelia has been in the walls of the trial environment and found a way to escape. Use the shuttle to access a truck; the destination of this vehicle is the Biohazard Disposal site. Once you reactivate the Reagent Equipment Harvester machine you can enter the conveyor belt. All of your equipment including the E.S.O.P and night vision goggles are removed by an automated process. You have to navigate the sewers and enter the scrapyards where the mutated form of Henrietta Grubs resides; she replaces the threat fulfilled by Prime Assets in the trials. Pressing a pressure plate you can climb a level to an area filling with toxic gas that you need to rush through to enter the control room with the final switch. Making your way through the mines you reach the surface where a relay station towers above the Arizona desert...

Remain

Unlike the other endings there is no literal trial for you to go through. They can't force you into therapy. In time there may be opportunities due to the ever changing environment. Things are not perfect behind the observation glass and you can play off the compromised nature of multiple workers.

Rewards

[Attempt Reward] Posters: Even if you die and fail this gauntlet you get all the posters available in the Outlast Trials.

[Rebirth Reward] Trigger Phrase: Spider, Eye, Lamb. Now you are in a delirious state that allows you to quickly and efficiently kill everybody you can see by using anything around you with no hesitation. This leads to an instinctual, almost primal attack mode that is difficult to combat even with trained individuals fighting back to the best of their ability; your movements can't be predicted in this state. Unlike the normal conditioning you can label people as friendly.

[Escape Reward] Unknown: It may be painful and push you past your limits but you can escape anything, even the Sinyala Facility. The longer you spend trapped by something the more information you find out on how to escape. Noticing holes in the fence and other overlooked redundancies. Low tech obstacles can be done quickly but things more high tech like CIA black sites will take more time.

[Remain Reward] Just Business: You find it incredibly easy to establish business relationships through bribes, threats, and blackmail. Even if an evil corporation has captured you to become an experiment you find it easy to get out of the subsequent trials; cementing yourself in a position of power that they are forced to acknowledge.

[Project Giester Reward] Skinner Man Projection: Having faced the representation of Dr Easterman you can now call on the phantom to attack your enemies with the same intensity. Its strength is based on the state of their mental health and stability. Somebody with high sanity would see it as a jumpscare while somebody having a full breakdown will lead to a pursuing spectre that drains their life force when nearby.

[Countdown Reward] Walking Time Bomb: For surviving the rigged E.S.O.P you are now a master of explosives; able to modify them for any situation. You can even rig explosives for normally immortal entities as the variator could lead to failure even with revives equipped.

[Prime Time Reward] Asset Weapons: For escaping the contradicting and clashing cults of personality you gain the main weapons of the Prime Assets. Coyle's stun baton can temporarily disable both electrical machines and individuals with a single hit. Gooseberry's puppet has a retractable drill that will go through flesh with a frightening ease to cause profuse bleeding. Barbi's shotgun causes victims to stagger and become deafened.

[Jaeger Onboarding] Active Directions: She always knew where you were thanks to a radio giving the Jaeger active directions. Now you have something similar where you can select up to four individuals and know where they are at all times even if they try to hide.

[Mega Reward] The Sinyala Facility: For completing every single trial you get the top-secret government funded corporate facility for Project Lathe. Each trial area is connected via a shuttle system but is completely cut off from the corporation half of the facility to limit breakouts. It is a perfect training ground with a supply of ex-pop to act as a challenge; failure and death in a trial will send the players back to the sleep room completely fine. People that go through extensive training and conditioning here can gain the **Trigger Phrase Perk**.

Final Choice

Return: You return home with everything you have gained

Stay: You stay in the Outlast world with everything you have gained.

Continue: You continue on your adventures with everything you have gained.

Rebirth: Having completed an ending and gotten a reward you can begin again with all of the perks and items you have gained from previous completions of this gauntlet. Prestiging will increase the difficulty slightly.

Continue in Outlast Universe: Maybe you heard something about Reagent 1616's cult or you get transferred to Mount Massive before the breakout. Go to the Outlast Jumpchain...

REBIRTH
TEST SUBJECT #63746

Reagent,

Murkoff has determined that you are ready for your Rebirth. This Trial will test your limits. If you succeed, you will be released to the world, and a new Reagent will take your place in the facility.

Benefits, if you succeed:

- You will join the reborn.
- Your therapy level will be kept.
- Your loadout will be kept.
- Your cosmetics collection will be kept.
- A unique cosmetic reward will be unlocked.

Walk through the door, and earn your freedom.

Dr. Hendrick Joliet Easterman

H. J. Easterman

1989

Notes

- This doc is based on the videogame of the same name.
 - It was made with the game version from the March 2025 update
 - I will regularly check the updates
- All images were taken from the wiki with the trial ones being the beginning and end scene.
- Here is a link to the Amps list: <https://outlast.fandom.com/wiki/Amps>
- Here is a link to the Prescriptions list:
<https://outlast.fandom.com/wiki/Prescriptions>