

What are the best things in life?

Power? Wealth?

How about cookies?

No? Not cookies?

Well that's too bad, because for this one, you're making cookies.

Lots. And lots. Of cookies.



Cookie Clicker Gauntlet

Because it amused pionoplayer

You get **0 CP** to start with and are reduced down to your bodymod, because making jumpers suffer for their hubris is also funny.

Let's start by getting specifics out of the way, you're not going to be *playing* cookie clicker, you're going to be *living* it. Your task is obviously to bake as many cookies as possible, but since you're actually going to be there, managing your cookie empire, you are at real risk of dying to your own baking related defiance of common sense. Dying ends the gauntlet right then and there. Try not to do that.

Fortunately, I'm feeling generous, so you don't have to make it to 'the end' to win. The farther you get, the more cookies you bake, the better your reward will be, but you'll still get *something* even if you do something stupid like choke on your own first cookie. You'll receive more details on that later on.

Additionally, besides the perks you might purchase, you'll have a couple of extra benefits making this whole thing more plausible. One you'll see just below, the other is the fact that this world is crazy for cookies. They don't know it yet, but as you start building your empire they'll fall in line and it'll work out alarmingly close to how the actual game goes. Cookies are just a fact of life, dude.

Now go, turn Orteil's cookie obsession into everybody's problem.

Benefits

(Free) ASCEND: So here's the deal. Making the amount of cookies you're expected to on the level is mildly ludicrous, so you're being given access to the Ascension mechanics. Once you've made enough cookies, you can choose to Ascend, sending you back to the start of the gauntlet with a "multiplier" on how fast you can make cookies as well as giving you access to some special upgrades/powers... And also acting as an easy escape route for getting away from any threat that doesn't kill you too fast to complete the 5 second Ascension process. Don't worry about resetting your cookie count, the rewards are based on total cookie creation, not just what you end at. This perk does not come with you into later jumps.

(100 CP) World Famous Bakery: If you're going to be making cookies, you should actually be good at it. This gives you all the skills to not only be a good baker, but to pass those skills on to others and even the skills for managing a bakery!

(100 CP) Here You Go: You've got better things to do than worry about living arrangements right? So this is that. This item guarantees stable living conditions, free utilities, fresh food delivered to your doorstep, and all other such things to ensure that you never have to spend time on maintaining a modest but comfortable lifestyle. It even comes with a small allowance of pocket money to buy yourself nice things, though it won't be a lot.

(100 CP) Speed Baking: You're going to want to bake cookies fast, so this makes you faster, boosting you to mildly superhuman agility and dexterity! Also useful for evading cookie dough mutants from your most recent mad baking science accident.

(200 CP) Just Plain Lucky: Nothing to push forward an unhealthy all-consuming obsession like a dose of good luck! This luck perk is more oriented at big things: you'll find more opportunities, stumble into the resources you need to accomplish a task, things like that. It's not going to help you in combat or make your day to day life easier quite so much as help ensure your overall plans and greater activities move faster and more smoothly. Basically? Really its more minor plot armor than a proper luck perk.

(200 CP) Uncanny Clicker: Being a reality conquering cookie magnate comes with many dangers. Mostly self inflicted dangers, but dangers nonetheless. This gives you danger sense, you will know whenever you are in peril, and from roughly what source or direction. Hopefully you don't die anyways, but I guess sometimes that's how the cookie crumbles.

(200 CP) Third-Party: It's lonely at the top, and that can put a chip on your shoulder. This option will allow you to import up to 12 companions for a full bakers' dozen including yourself! Companions are reduced to their bodymod and cannot take drawbacks or purchases, but it takes more than one pair of hands to run a bakery.

(400 CP) Midas Touch: The best use of alchemy is turning useless things like gold into more cookies. Unfortunately you can't use cookies for everything, so this perk allows you to convert

cookies into any other mundane material you know of with just a touch. Make cookies, turn those cookies into the pieces for ovens to bake more cookies, ???, profit!

(400 CP) Beloved Cookie Magnate: All your ~~evil schemes~~ ambitious plans will go more smoothly if others go along willingly, so this perk makes you nearly irresistibly charismatic-only those who implacably hate your guts or have good willpower will be able to come away from arguments not seeing things your way, and you'll accumulate a cult of personality almost effortlessly as you start to gain notoriety.

(400 CP) Elder Pact: You ought to get more out of this than just cavities and a stomach ache. You now possess immense potential in dark baking magics, from manipulating and animating dough or pastries, to calling forth horrifying abominations of flesh and chocolate, through empowering your baked items with curses and enchantments. The more you have to work with, the more you'll be able to do... By the time you're done here you should have a lot of materials to use.

(600 CP) Blasphemy: Really don't want to deal with cookies? Fine, but it'll cost you. This perk allows you to, once per jump, change an objective or thematic focus to something else of equivalent value/weight, shifting its results/rewards to match the change but be of equal value. It works for jump and scenario objectives (such as changing the objective here of making cookies to making something else)-but you have to do it while making your choices on entry and it can't change the fiat backed rewards, and changing objectives with this perk will typically set you back significantly comparative to your progress on the original objective.

(600 CP) Lazarus: It would be annoying if you died right away to something silly. This is a special one up-in addition to recharging at the end of each jump you can recharge it by eating cookies! The amount multiplies by twelve each time, the first cookie recharge in a jump needing 12, the second needing 144, the third will need 1728. The cookie counter resets whenever you hit a new jump of course, and in this gauntlet specifically whenever you use ASCEND. And yes, you do have to EAT the cookies. Just destroying or sacrificing or matter absorbing them doesn't count.

(600 CP) Smurf Account: If you really want to leave nothing up to chance, this will simplify things-instead of having to trigger ASCEND manually, it now happens automatically right as you die-now the only way to lose the gauntlet is giving up. This comes with no benefits in future jumps-you don't keep it even as a junk perk, you're paying solely for the major difficulty reduction in this gauntlet and receive no other benefits.

Drawbacks

Don't worry I didn't forget your CP gain options. Take as many drawbacks as you can handle.

(+100 CP) True Neverclick: A challenge run eh? You cannot make any cookies yourself. This isn't a fail condition-you physically cannot make your own cookies, any cookie baking attempt

you even help with bursts into flames leaving the dough as little more than ash-and definitely not a cookie. You'll have to ask someone else to do the cookie baking for you until you've got a big enough cookie empire to demand it.

(+100 CP) God Complex: Cookie Clicker's world has a designated purpose, so if you'd like you can... Simplify it. The people flatten, becoming obvious caricature automatons. Able to do tasks and fill roles, but not really think and take initiative for themselves. On the one hand this will make it so you don't have to worry about the morality of all the horrible things you're going to do to this place in pursuit of cookies. On the other hand it'll get pretty lonely and you'll basically have to run your entire cookie empire yourself.

(+200 CP) Cookie Dunker: I hope you like cookies. I hope you really like cookies. Because for as long as you are here, that is all you will eat. Chocolate chip cookies. You will not be able to stand the taste of or draw nutritional benefit from any other food, and for drinking you will only have regular, plain, dairy milk. Your metabolism will be altered so that you suffer no ill health effects from this, but that's still who knows how long of nothing but milk and cookies.

(+200 CP) Are You Gonna Eat All That: You are vexed! Hounded! Someone keeps asking for cookies and not waiting for an answer! In short, you are plagued by cookie thieves who take your hard baked goods and disappear with them into the ether. Fortunately, stolen cookies still count towards your gauntlet progress. Unfortunately it's hard to fund new cookie crimes when *someone keeps stealing your goods*.

(+300 CP) Nil Zero Zilch: Numbers go up? You can't do numbers at all. You are completely incapable of doing math. This isn't even real dyscalculia, you can't even keep 4 straight from 5-and that will make running an incremental game empire VERY hard to do. How much flour did this need again?

(+300 CP) Misguided Local Residents: You have a problem. The people around here don't seem as enthused about cookies as you. Not ALL of them of course, but a bunch of them keep trying to shut down your baking machines complaining about things like "workers rights" and "stop opening portals to cookie hell". What a bunch of weirdos right? But this means that you're going to almost constantly have someone trying to derail your cookie efforts and will need to figure out how to deal with them as they pop up. If you changed your objective with Blasphemy the objections will be to pursuing your new goal.

(+400 CP) No More Room In Hell: You are violently allergic to cookies. "Inhale too much cookie dust and you die" allergic to cookies. Don't spend too much time around your product. If you change your objective item with Blasphemy, you are instead allergic to that.

(+400 CP) Elder Wrath: This is unfortunate. You attract grandmas in high quantities. Not just any grandmas either, the ones who have at least started to succumb to the elder hivemind. Yeah, you heard me right, you're going to attract angry eldritch grandmas the entire time you're here. If

Blasphemy somehow changes what distressingly eldritch manifestation of your goal's deranged obsession with growth you get, this drawback changes to attracting that instead.

(+600 CP) Endless Cycle: You're on a time limit now. Not for failure! But for ascending. Each of your ascensions will only last for so long before automatically kicking in the accessing process and sending you back to the start. Your time limit isn't super crushing at least, but you're not going to be able to do long snowballing runs. You've only got so much time to get your infrastructure up and running, and if you don't make enough progress to meaningfully improve your ascension rewards? Well, better luck next time.

(+600 CP, cannot be taken with Smurf Account) Hardcore: Are you sure? Well, okay if you think you're hard enough. This disables ASCEND. You get one shot, no ascension bonuses or upgrades, no chances to get a feel for things around here or opportunities to try again after screwing up. This will probably take you an inordinately long time to get to the highest rewards, too. But if you want the CP that bad I won't stop you. I highly recommend not taking this with Endless Cycle, as that *will* put the entire gauntlet on a time limit and you *will* miss out on most of the rewards for it.

Rewards

This is what you're here for right? The goodies for baking goods.

This gauntlet has an unusual reward system, your goal is to make cookies and your rewards will be greater for greater cookie output. Are you familiar with scientific notation? Go look it up real quick, it's important here, because you receive **1 Reward Token** for every x10 cookies you bake-with your first given at 10, or 1e01 Cookies. Your second at 1e02 (100), your third at 1e03 (1,000) and so on.

Every reward you may want from here requires you to have reached a certain number of total baked cookies, perhaps to have purchased a lower level of upgrade, and 1 Reward Token as its pricetag. The more cookies you bake, the more and better rewards you can take home. And if you make it all the way to the end, there'll be one last special prize for you to spend your 100th and final Reward Token on.

As for your earlier purchases, you can take onwards 100 CP worth of purchases for every reward token you earned, so if you purchased 600 CP of stuff you'll be able to take it all home if you made at least 1e06 (one million) cookies.

Finally, many of these rewards expand based on your number of jumps completed. This is *retroactive*, so if this is, for example, your 5th jump in your chain all such rewards will start out with 5 per-jump boosts when you start your next jump!

And without further ado, your options:

0 Cookies baked: You get nothing! You LOSE! Good day sir! This does not cost a reward token because it's an elaborate way of saying 'failure'.

(Requires 1e00 Cookies-may be taken for Free if you received 0 Reward Tokens but still meet the cookie requirement) Cookie? Clicked.: You get to take your first cookie with you, as fresh as the day you baked it. If eaten, destroyed, or lost, it will be replaced the next day. You can just keep it as a memento, or as a self-refreshing snack.

(Requires Cookie? Clicked.) Wake And Bake: One cookie per day isn't very many, you say? Well if you take this upgrade, you gain a fancy self-powering electric oven, a cookbook full of cookie recipes, and a professional baker's knowledge of pastry making. What, did you think the cookies were gonna bake themselves?

(Requires Wake And Bake) What's Not Clicking: Okay fine. This is a large sticker printed with the app thumbnail for cookie clicker. If you click the sticker (poking it with your finger will work) it will make a perfect copy of the cookie most recently placed on it. There, have as many cookies as you can click.

(Requires 1e01 Cookies) Cursors: A small floating hand that looks like a plastic model of a mouse cursor. You may pull one of these out of thin air once per minute, and they may be physically attached by the pointed finger to physical objects. Once attached they may lightly press what they were attached to at regular intervals no faster than once per second. They are easily detached by others and have roughly the same durability as styrofoam.

(Requires 1e02 Cookies, Requires Cursors) Click Delegator: The cursors are upgraded so that they can "click" up to five times per second, can slowly move on their own instead of being fixed in one place, and can follow basic instructions (up to five "parts" worth. "Press this button if that light blinks" uses 2 parts, "Press this button if that light blinks unless the light over there is green" uses 4 parts) for button pressing to automate minor tasks.

(Requires 1e03 Cookies, Requires Click Delegator) Reinforced Index Finger: Gives the cursors minor pathfinding abilities, and lets them move at up to human walking pace (they float) and carry objects up to five pounds in weight. Complex hand motions or finger gestures are still outside what they can handle. Only clicking and dragging, but there's still a lot you can do with that.

(Requires 1e02 Cookies) Grandma: gives you a single friendly and helpful granny follower. She's a bit old and creaky but she's wise (if absentminded) and likes to help others. Guaranteed not secretly part of an eldritch grandma hivemind. She'll greatly prefer staying at whatever your home base is or otherwise trying to avoid excitement, she's too old for adventuring.

(Requires 1e04 Cookies, Requires Grandma) Retirement Home: gives the grandma her own house as a warehouse attachment. She has her own supplies for baking, knitting, and similar activities though she never seems to have enough to give you more raw material than the equivalent of lending a cup of sugar, but she'll be happy to give away the results of her hobbies. Additionally, spending time in the house significantly speeds recovery from mental, emotional, and physical wounds. The house can be connected to a hospital, psychiatric ward, nursery, or any other type of warehouse attachment where having a granny donating her time and compassion might be appropriate to give that attachment the recovery boost benefit as well.

(Requires 1e06 Cookies, Requires Retirement Home) Panic At The Bingo: Every jump you go to allows you to 'create' a new grandma complete with their own house, themed around the jump you just went to. The new grandmas will not be noticeably more powerful, though they might be weird and esoteric with the hobbies they engage in and the ways they show affection, as well as how they look. They will continue to strongly insist they not come with you on adventures due to being too old for it. These grannies are less guaranteed to not be secretly part of an eldritch grandma hivemind but if they are it'll be friendlier than the one here.

(Requires 1e03 Cookies) Cookie Farm: Gives you a farm warehouse extension with a 200 meter by 200 meter area of rich, fertile farmland. Every jump you go to increases the area of the farmland by another 8000 square meters (1/5th the initial size) though if you want it to not grow to the full size immediately it can 'save' the extra land to add when you want it, and you may "break off" parcels of land from it to make separate sub-extensions in case you want physically separated fields. You'll have to plant/set up the crops you want it to grow yourself, but once planted the extension will harvest and replant what you put down indefinitely-placing harvested crops in a provided silo storage space. The extension is fairly bog standard farmland though, so you won't be growing anything exotic here.

(Requires 1e06 Cookies, Requires Cookie Farm) Sharpest Tool In The Shed: Upgrades the farm extension a few ways. First, each jump the total area grows such that if it were all one square parcel the border would grow 20 meters in both directions each time. Second, the farm extension can now be upgraded by supplying it with fertilizing methods, specialized soil samples, or better farming equipment to enable it to care for more fragile and unusual plants than it can at baseline. Finally, as long as the farm has been provided with the requisite materials it will automatically care for any crops/seeds provided to it the optimal way-you no longer need to do the planting yourself and risk screwing up the soil balance.

(Requires 1e09 Cookies, Requires Sharpest Tool In The Shed) Homegrown: First off: the farm's harvest storage silos will now grow bigger on the inside to accomodate as much stored harvest as needed without ever having the results go bad. Second off: crops of roughly the same kind may be 'crossbred' by leaving a marked out plot between two other growing plants. By roughly the same kind I mean two kinds of tree, two kinds of wildflower, two kinds of bush, etc, it absolutely does not have to be plants that can normally hybridize in any way. The more powerful/useful a grown hybrid is, the longer it will take to begin growing and the longer it will take before it can start being harvested (for seeds or other materials), but once it's going the growth cycle will be roughly based on the parents'. If you can get sufficiently weird plants in here as starter stock you might be able to make some VERY interesting hybrids with enough experimentation... Or just invent lots of new kinds of fruit I guess.

(Requires 1e04 Cookies) News Ticker: If you pick this reward, you gain a news stand extension for your warehouse. Inside will be assorted racks of newspapers, kiosks with tv screens, and so on that display recent news. The kiosks will display breaking news reports from the setting (though in some settings this might just be video of rumor conversations or heralds giving decrees), and the newspapers will display old headlines with the potential to be of interest to you from the recent past. A one stop shop to know what everybody else knows about what's going on-tailored to your needs and preferences.

(Requires 1e08 Cookies, Requires News Ticker) Tabloid Addiction: The news stand is expanded to include a medium sized investigation agency-respawning NPC journalists and reporters can be sent out into the settings you're in to follow leads and gather information that didn't make it into public headlines, bringing back information and events that you might have been late to or missed entirely with the basic version of this!

(Requires 1e12 Cookies, Requires Tabloid Addiction) Stifling the Press: The truth is out there, and you've got better access to it than most what with your cadre of immortally respawning journalists. This expands the investigation agency into a full news company, complete with news anchors, fact checkers, and the ability to broadcast straight out of your warehouse so that anyone who might object to people reading your news, like say an evil empire or those pesky privacy law enforcers, won't be able to stop you! The people deserve to know (what you want to tell them)!

(Requires 1e04 Cookies) Mines: This item gives you a warehouse extension-a mineshaft that burrows deep below its entrance through stone to rich veins of ore. You'll have to either do the mining yourself or arrange for it to be done, but the mine holds extensive tunnels and the veins regenerate their extracted material every month-allowing for a constant flow of precious (albeit mundane) minerals. Every jump you complete increases the size of the mine as well, by the same amount of volume as its base size-which may be hard to take advantage of without heavy automation in place, but it's there.

(Requires 1e08 Cookies, Requires Mines) Can You Dig It: Mundane materials only? How gauche. This upgrades the mine extension with a small input bin, which you may place samples of rock or raw ore (not processed materials) into in order to add them to the mine. Rarer and more valuable ores will show up less often in the mine, and in lower quantities overall, but it's a big mineshaft that regenerates periodically, you can still get pretty good hauls from it with some prepwork.

(Requires 1e12 Cookies, Requires Can You Dig It) Hollow The Planet: Automating it yourself sucks. This upgrade changes the mine-it now does all the mining work for you, placing the extracted minerals into bigger-on-the-inside mining silos to be pulled out once you need it. What do you do in the actual mine now, then? Well, now, any mining done in the actual mine expands it further instead (on top of what it already gets every jump). You do have to actually extract and remove the material, but doing so will permanently expand the mine-and therefore improve its rate of output.

(Requires 1e05 Cookies) Factory: This gives you, surprise surprise, a warehouse extension. This time a large factory space several hundred meters in length if configured into a square-though you can freely partition and rearrange that space as you like to organize the assembly lines. While it uses mundane (though at least modern) machinery the factory will operate automatically 24/7 with no need for power, workers, or maintenance, only needing the raw materials for assembling the current task. Just plug in the desired configurations, make sure the raw materials are put in the input bins, and pick up the finished products at the end! Additionally, the factory floor increases in size by 50% the original area for every jump you've completed.

(Requires 1e10 Cookies, Requires Factory) Industrial Revolution: Stuck working with yesterday's machines? Well now you can upgrade your factory. Upgrading is easy, just install or add an example of whatever new machine you want it to be capable of using, and the factory can now use the new capabilities as much as desired! Additionally, any new machines or assembly lines added will increase the floor space to accommodate them (even if the new machines are cheap and will immediately be replaced with a reconfiguration), meaning you can manually expand the factory if the default expansion rate is too slow. Additionally, you can now configure it to pull input from and output to other parts of the warehouse (such as other extensions, hint hint) automatically, instead of you needing to set up a feeder system yourself.

(Requires 1e15 Cookies, Requires Industrial Revolution) Bots Build Bots: This factory isn't automated enough! With this upgrade the factory fully self-automates. Give it a task and it'll self-configure as best optimized for the parameters you've given it, tell it how much of a certain thing you need it to make and once the batch is finished it will reconfigure to go back to the default or speed up other batches, and you can even set it to build more assembly lines and the factory will expand itself for as long as it's got the materials to do so!

(Requires 1e06 Cookies) Flavored Cookie Upgrades: Cookies come in all kinds of flavors, but you can add a little more spice. This is a perk that allows you to develop special cookie variants that permanently upgrade the stats or skills of those who eat them. They will generally not be enormous benefits, more unusual skill/stat increases will generally need more exotic ingredients, and any one person can only eat each kind of upgrade cookie once, but you can use this top up anyone you like-including yourself! Cookie power.

(Requires 1e12 Cookies, Requires Flavored Cookie Upgrades), High Definition Cookies: Only one cookie flavor per person? I thought this was an incremental game! Upgrade cookies are now repeatable, though each successive one will be very slightly less effective than the one before it. This will never become useless, but after a few hundred cookies you'll be needing to eat quite a lot to notice the boosts-so this also lets you make condensed upgrade cookies, which are basically just a process of using all the ingredients to make many of one type of upgrade cookie to get a single super cookie with the total value of however many cookies' worth went into it: equally efficient cost wise but a lot quicker to eat.

(Requires 1e18 Cookies, Requires High Definition Cookies) Vanity Cookies: Stat and skill boost not enough? Here's some REALLY fancy cookies. You can now figure out upgrade cookies that don't just boost preexisting abilities, but can grant (and then upgrade) entirely new powers! The greater a power is, the more expensive and difficult to make its upgrade cookie will be, of course. A reality warping cookie is probably going to need absurd ingredients from multiple different universes where a fireball cookie might just need some extra spicy cookies and mildly expensive combustibles. But if you've got the dough, you've got the powers.

(Requires 1e06 Cookies) Bank: The point of owning a bank is having money, so this gives you money. Halfway an item, halfway a perk, this reward guarantees that you will be mildly rich in any setting you jump to. Enough money of local denomination to put you on par with minor nobility in a fantasy jump or a well-off local businessman somewhere more modern, and in a form that is untraceable with all taxes prepaid and otherwise won't draw scrutiny for you having it.

(Requires 1e12 Cookies, Requires Bank) Need For Greed: You don't want to just be rich, you want to be RICH. This upgrade raises you from "upper class" to "richest person in the world". Not quite Scrooge McDuck, but getting close. And since a real business magnate knows to diversify, this isn't just liquid assets, but includes things like stocks and bonds, held debts, and valuable saleable items like gold and artwork. You'll never want for cash unless you're trying to do something ridiculous like buy a country-and that's more because there are some things that can't be bought with only money.

(Requires 1e18 Cookies, Requires Need For Greed) Financial Zen: After a certain point adding more zeroes to your bank account doesn't do anything. This gives you what it takes to be richer than rich. Not only are you filthily, unconscionably wealthy, but you possess other economic items of value: major monopolies, favors with positions of power, control over major trusts and funds, secondary accounts, solid lobbying agencies... You have all the pieces you need to not only be the richest person in the world, but *stay* the richest in the world no matter how much damage people try to do to your holdings. And if you were to play your cards right, you likely have all the pieces you need to put the entire economy of your current jump in a death grip-become so wealthy that just measuring your total asset value would fail to say how rich you truly are.

(Requires 1e07 Cookies) Milk and Achievements: Everybody likes achievements, especially when they do something. With this purchase, you will receive 50 accomplishable achievements for every jump you complete, with a rough spread of 25 being basic things you're likely to accomplish just by going through your chain (though the numbers might get very high), 15 being fairly generic tasks of various difficulty to work towards, and the remaining 10 being challenges or special milestones of varying difficulty and specificity (though never setting locked). Every achievement you have completed (including ones you already qualify for on getting this reward) adds a little bit to a supply of "achievement milk", which improves your personal durability by just a little bit for every achievement you've completed-and acts as a multiplier after all your other durability sources meaning it will always make a difference! You don't have to drink the achievement milk for these effects, but you can if you want-it tastes just like the real thing but doesn't spoil or trigger lactose intolerance!

(Requires 1e14 Cookies, Requires Milk and Achievements) Jellicles: Everyone knows cats like milk. You now receive special kitten followers based on your completed achievements-one for every achievement you have completed! They're cute, fully intelligent, capable of speech, can use items as if they had actual hands, and will ruthlessly enforce whatever edicts or orders you give them. Additionally they respawn instantly back in your warehouse on death, and get more durability and stamina the greater your achievement milk supply-though they do start off just as squishy as regular kittens.

(Requires 1e21 Cookies, Requires Milk and Achievements) Fanciful Dairy Selection: Increased durability and potentially unlimited milk is nice, but you're a connoisseur. If you take this upgrade, for every 50 achievements you complete you will start gaining a supply of a new kind of achievement milk on top of the others! On top of being a new flavor, each kind will represent new types of bonuses to your powers (and kitten minions' abilities if you have Jellicles)! They may grow at different rates from the durability bonus as appropriate, but they all likewise benefit

from being a final multiplier/addon, ensuring that the achievements you complete will always boost you slightly no matter how ridiculous your perks are.

(Requires 1e07 Cookies) Temple: Another warehouse extension-this time a grand temple. Currently it is mostly an empty hall of stone, but if you select one of the idols at the back representing a god, the temple will makeover to dedicate to that deity-granting you a powerful divine blessing appropriate to the god for as long as the temple remains dedicated to them. You can of course change blessings at any time, and every jump you complete will add a new idol to the god selection with a corresponding blessing to choose if you like.

(Requires 1e14 Cookies, Requires Temple) Golden Idols: True devotion requires sacrifice, doesn't it? You can now improve the blessings you receive by manually upgrading the temple to be larger and more ostentatious-or gain sharper but temporary improvements by undertaking appropriate rituals and devotions (followers can do this for you if you have them). You can even have more than one blessing active at a time if you expand the temple with large enough wings to properly dedicate space to multiple deities! An entire pantheon waiting to bless you if only you pay your dues.

(Requires 1e21 Cookies, Requires Golden Idols) Great Baker In The Sky: For your devotion to the cause you have been elevated. You are now a part of the pantheon as well, gaining divine powers in a domain or two of your choosing based on how much worship and devotion you receive from others (including the ability to answer prayers and grant blessings of your own). You will be considered the head of the pantheon, and as ruler of it you may call forth temporary physical manifestations of the other gods with devoted temple space-the possible duration of their stays and might of their power while manifested based on the current power of their blessings.

(Requires 1e08 Cookies) Dungeon: Another warehouse extension for your use-this time a deep, dark dungeon full of strange monsters and secluded treasure chests. You or anyone you choose may enter the dungeon once per week, picking up assorted dungeon monster drops and things like money and potions, or basic RPG equipment drops (weapons, armor, and enchanted jewelry basically). The dungeon starts with only one floor, full of basic fodder enemies with a tutorial grade boss at the end, but every time the dungeon is beaten in full a new floor will be added with gradually increasing enemy strength and loot value the deeper you go. Dying inside the dungeon does not kill you, instead just booting you to the entrance-and causing all loot to be lost if the entire party dies. Be sure to use an exit portal to leave if the enemies are getting too hard.

(Requires 1e16 Cookies, Requires Dungeon) Serial Experiment: Regular dungeon crawling is a classic, but let's add some variety. In addition to the basic dungeon, every jump you complete will add another new dungeon-with new theming, new treasures (perhaps environmental resources or new equipment types?), and potentially new layout features like traps. On top of that, dungeons also receive more opportunities for loot: rare enemies, secret treasure rooms, and powerful bonus bosses with extra special drops! Dungeon crawling from your own home has never been so lucrative.

(Requires 1e24 Cookies, Requires Dungeon) Follow The White Rabbit: This upgrade is a little bit lateral, instead of expanding the dungeons themselves it gives them a few entry options.

First: it allows for turning off the attempt timer. Second: you may now make it so that dying in the dungeon actually kills the adventurers (anything they were carrying will be deposited in an area of your warehouse that you designate-including any dungeon loot they'd acquired). And finally, it allows you to place your dungeons out in the world. This can simply be placing an entry point for others to access, but you can also place it defending a place or location-forcing unauthorized intruders to clear the dungeon before they can get in (though if you use a dungeon to guard a place it automatically removes the retry timer while being used that way). And yes, if a dungeon is cleared while present in the wider world it still gains a new floor, even if cleared as part of a break in-though it's possible they may also find a way past the bosses without having to clear the dungeon in full.

(Requires 1e08 Cookies) Wizard Tower: This extension is a big ol' wizard tower. It's tall, well furnished, and the top room carries a set of racks with numerous staves, wands, orbs, and other casting implements-one for every jump you've been to. Each staff or wand corresponds to a different magic system-one from the jump you received it from where possible-and allows you to cast with that magic system with full fiat backing as long as you use that casting implement. It does not give actual skill though, so be careful. The tower also contains numerous rooms with magical reagents-high quality, fresh, all but the very rarest-so as long as you know what you're doing you'll have what you need to power the spells at least.

(Requires 1e16 Cookies, Requires Wizard Tower) Ancient Grimoires: You can't be a wizard without a library! So this adds an enormous basement library to the wizard tower-one that contains every magical text ever created for every magic system this reward supports so far. You may have to do some hunting to find what you're looking for (and obviously it needs to exist or at least have existed for the library to have copied) but now you can properly learn how to use all those implements without risk of blowing yourself up through ignorance! And because a wizard shouldn't have to constantly change staves, all the casting implements can be used with any magic system you've acquired here-though they can still only do one at a time and will need to be switched between modes manually when you want to change which kind of magic you're using.

(Requires 1e24 Cookies, Requires Ancient Grimoires) Magic Kingdom: Another two for one special-first, the tower now contains rooms with casting infrastructure. Self-drawing magic circles, enchanting setups, giant glowing crystals-if you need extra bits or machinery to make a particular piece of magedcraft work you can have the tower set it up for you! Though there's a limit to this at the most extreme ends-nothing that needs more space than your warehouse could fit. Even more usefully though... You are no longer forced to switch between magic systems to use them one at a time per casting implement. In fact, you don't need to use them anymore at all (though you can still give the casting items to others to let them do magic too)! Cast from two different magic systems at once, sure, or with enough study and experimentation you might be able to go further-mixing magic systems together to make power spells and artifacts that draw from multiple traditions to do things neither could do alone.

(Requires 1e09 Cookies) Golden Cookies: Something shiny to keep an eye out for. This reward perk will cause special Golden Cookies to occasionally (around once a year on average) spawn in your field of vision within 5 meters of your position. If you can successfully touch the golden

cookie in the 15 seconds before it disappears, you will immediately or at least quickly be subject to a significant but not ridiculously large random windfall relevant to your current objectives. Luck perks and other form of chance manipulation don't work on golden cookie spawns, only you can see and 'click' them, and a golden cookie cannot spawn when one already currently exists.

(Requires 1e18 Cookies, Requires Golden Cookies) Shimmers: Want more than golden cookies? For every jump you've completed you can now find one new kind of clickable with different effects compared to golden cookies (perhaps narrowing to specific kinds of benefits or boosting your abilities for a few days instead-there's a variety of different possibilities but the only guarantee is they won't offer permanent fiat-backed long term benefits or inflict worse than short term temporary negative side effects) and separate spawn chances. You may even have some kinds rarer than others with stronger effects! Each clickable appears based on their chances separately, and only prevent themselves from spawning while existent, but if you still find certain kinds annoying you can turn down or completely disable the spawn rates of specific kinds.

(Requires 1e27 Cookies, Requires Golden Cookies) Seven Horseshoes: Once a year isn't very often, and what if they're behind a window or spawn during a fight? This allows you to perform certain special one time rituals and upgrades to improve your golden cookies (and other clickables if you take Shimmers). These will vary in nature, but can improve things like spawn chance, spawn duration, or even max active at a time! And for all you cheeky munchkins out there it also makes clickable spawns affected by other abilities, so pump your luck up for endless golden cookies if you really want to.

(Requires 1e09 Cookies) Sugar Lumps: This upgrade gives you a strange set of plants (one for every three jumps you've completed, always rounding up). These plants grow odd fruits similar to fist shaped sugar lumps (one lump per year per plant) that can be applied to any fiat backed property or warehouse extension you own, significantly improving their quality and effectiveness-whatever that may be. You may even choose to apply multiple sugar lumps to the same property for further improvements-but sugar lump upgrades are linear so it may be more effective to spread them around a bit.

(Requires 1e18 Cookies, Requires Sugar Lumps) Sugar Rush: Lumps also grant another benefit now-the first lump you apply to something will add a little 'minigame' of sorts to it, that will allow configuring certain extra benefits and improvements to that which the minigame is attached to. Further lumps will add minor expansions to the minigame on top of the regular 'statistical' improvements as well. And as a secondary bonus, sugar lumps can now be applied to fiat backed items and followers too (including minigames for anything so upgraded)!

(Requires 1e27 Cookies, Requires Sugar Rush) Sugar Craving: Want some synergies? Have some synergies: minigames are now capable of improving more than just the thing they're attached to. These will most typically be improvements to things directly relevant to the minigame's originator, but optimize the minigames enough and you'll be able to get some useful wide ranging and maybe even categorical improvements. You might even get a few things that can directly improve your own perks and abilities!

(Requires 1e10 Cookies) Seasonal Events: Happy holidays! This selection adds five special seasonal events to your year: Christmas, Halloween, Easter, Valentines' Day, and Business Day. You may choose to make any or all of these holidays become inexplicably popular in the places around you... But whether or not you do that, you also gain a number of related benefits in the weeklong period around the holiday! In Easter you'll find fancy eggs with useful things inside and spectral rabbits will lead you to useful treasures, in Christmas you'll always be inexplicably receiving and finding gifts... And those aren't the only effects for those two seasons either! Altogether it adds up to five weeks of things being nicer for you in a number of ways.

(Requires 1e20 Cookies, Requires Seasonal Events) Final Claus: Holidays always come with their own mythos right? Santa Claus for Christmas, assorted spooks and creeps for Halloween, the IRS for Business Day. Now, for each of your holidays you get a special follower or follower group corresponding to such mascots! They will have powers revolving around the holiday and their role as mascot-and get more powerful as you and others around you celebrate the holiday. While they start off supernatural and useful, an entire world or more's worth of holiday cheer could let Santa throw down with every god on his naughty list at once.

(Requires 1e30 Cookies, Requires Seasonal Events) Season Switcher: This holiday selection sucks actually, make it bigger. You now gain 1 new seasonal event for every jump you've completed, one more week of holiday benefits. And they CAN overlap-if you tried to completely prevent overlapping holiday weeks it would only take 48 jumps to completely fill your year! On top of this, you can now also have active seasons apply setting-wide physical effects while active instead of just helping you personally. Christmas makes people more cheerful and brings wonderful snowy weather where reasonable, Halloween brings hauntings and candy... Effectively temporary setting wide genre shifts to match the active holidays you prefer.

(Requires 1e10 Cookies) Shipment: This item is a cargo boat sized spaceship, in a style of your choosing. Proofed against the hazards of space transit, with a small but comfortable crew quarters and a spacious cargo hold taking up most of its volume. What really makes it special is that it contains a specialty FTL drive that will take it to any location in the same universe in exactly one week, as long as there's an accessible path and the ship isn't intercepted by some force on the way there. In cases where that's unideal travel time, it also contains slots for up to three other propulsion methods you can slot in. Nothing in the cargo hold will ever be damaged in transit unless the ship as a whole gets wrecked either, and the whole thing is self-refueling too. You also receive a docking extension for your warehouse-but all this does is give you a safe place to store your spaceship if you haven't got anywhere else to put it, no maintenance features here.

(Requires 1e20 Cookies, Requires Shipment) Frequent Flyer: You wanna travel in *style* huh? Well, this does two things for you: first, you gain one more spaceship for every jump you've been to. These don't have to be the same as the first one, you can make them different sizes and configured for different purposes (maybe personal luxury craft, maybe a huge battleship, maybe just a glorified escape pod), though if you get too greedy on what you ask for you may receive a useless showpiece-this reward can't give you death star by default... But, the second thing you gain is that the starships will automatically incorporate relevant tech from every jump you've been to or have developed yourself-so if you can't get a useful death star yet there's maybe a few jumps you can visit that would fix that problem. This upgrades the docking

extension to automatically perform maintenance and repairs on any vehicles docked there-they have to be space capable to make it in but don't have to be from this reward to receive a berth. (Requires 1e30 Cookies. Requires Frequent Flyer) We Come In Peace: First, every ship you've received from this is now capable of self piloting and self maintaining, with a fully loyal to you and competent pilot AI. This is important for the second part: you now receive enough of every ship type for it to make up one of the largest single fleets (by volume/tonnage, larger ships will have fewer to the count) to exist in any of the jumps you've been to. This might not be enough to conquer the LARGEST empires single-handedly, they typically have more than one fleet under their banner, but boy that's a lot of spaceships. Your docking extension will now gradually replace destroyed ships mid-jump, and generate blank NPC crew for understaffed ships.

(Requires 1e11 Cookies) Alchemy Lab: This gives you a 10,000 square meter alchemical workshop-though you can freely rearrange the layout within that amount of area. Within this alchemy lab is a variety of alchemical devices and machinery built for one purpose-the transmutation of substances into other substances. This lab can take any mundane (use your best reasoning), non-hazardous (to a degree, lead and arsenic are okay, plutonium and molten lava are not), pure (alloyed materials like bronze or marble can still count as pure) substance and transmute it into any other mundane, non-hazardous, pure substance. Lead to gold, gold into water, and more! The lab does its own maintenance and cleaning but it's recommended to still take basic safety precautions, it *is* an alchemical lab. The extension grows by its starting footprint for every jump you've completed, but can also be manually expanded by building new rooms.

(Requires 1e22 Cookies. Requires Alchemy Lab) Transmogrification: Pure materials only? MUNDANE materials? *Non Hazardous materials only?! This is an alchemy lab not a preschool!* Your alchemy lab now is capable of handling or creating any material you are at least generally aware of how to create or source. You can do uranium, or unprocessed ore, or even crystallized mana and sci-fi superalloys! Hazardous material containment protocols *are* included, so if you still explode it'll be your own fault.

(Requires 1e33 Cookies. Transmogrification) Hermetic Reconciliation: The original point of alchemical traditions was not actually just refinement of metals, but refinement of the spirit. You can get in on that-your alchemy lab can now handle substances that do not strictly speaking have 'substance'. Process energies, forces, powers, things of spiritual nature, and more and more. Learn to turn ghosts into iron, or bind the gravity of an area into siliconewafers. This also greatly improves the precision of the transmutative gear, allowing for intricately assigning the material distributions of transmuted objects instead of just getting a hunk of one or two things.

(Requires 1e12 Cookies) Portal: Another extension oh boy! This one is a large room, filled with mysterious pedestals-one for every jump you've completed. Each pedestal is keyed to a particular dimensional theme-such as angels, devils, eldritch horrors, though they will be more generic and not from any particular setting-and may be set to open up doorway sized portals somewhere in your warehouse or that you own/command in your current jump to summon otherworldly beings of the corresponding theme. These beings will be loyal to you by default and may be set to any task, but without a contract or ongoing sacrifice/tithe of some kind you will only get a steady stream of creatures equivalent to lesser imps or cherubs. In lieu of deals

or sacrifices you can let the summoned beings grow less positively disposed towards you as well-but a constant stream of powerful shoggoths that hate you personally has limited uses.

(Requires 1e24 Cookies, Requires Portal) A Place Lost In Time: This adds a second extension instead of upgrading your first-a hallway of portal frames with each one leading to one of your previous jumps. You may choose to leave them time frozen whenever the portals back to them are closed, but as long as you have an open connection to them time will flow as normal... And universe hoppers may be able to access them via the bridge between cosmologies you're holding open.

(Requires 1e36 Cookies, Requires Portal) Deity-Sized Portals: Person sized portals are surprisingly restrictive-both in summoning rate and potential summon power. The maximum size of the portals you've gained will grow with every jump you complete, 1 meter more radius per jump, allowing a much faster rate of arrival from lesser summons... And rapidly increasing the maximum power of what you can summon, as greater and greater beings become able to fit through the portals. Give it long enough and you may be summoning entire legions of titans and elder gods to do your bidding.

(Requires 1e13 Cookies) Time Machine: Have another extension. This one contains a large time machine portal thing, which can reach into the past or future of your warehouse to pull objects or people from other timeframes that were or will be present. You can choose when exactly this pulls them from and what conditions send them back-but be aware that using this for future knowledge can be unreliable under conditions where your actions have the chance to change the future. The extension has one use per week for every jump you've completed, and can store up to an entire year's worth of charges.

(Requires 1e26 Cookies, Requires Time Machine) Rewriting History: The time machine extension is upgraded-you can now actually travel forwards and backwards in time within your current jump! The range is largely arbitrary without other restrictions in place, and you CAN alter the timeline-which will try to resolve itself in ways that avoid paradoxes. Fortunately, only your own personal timeline being disrupted in a way impossible to reconcile will cause paradoxes, unfortunately causing a paradox will revert the actions that did so, snap you back to the present, and if you've caused paradoxes in your current jump equal to the number of jumps you've completed it will also disable the extension until your next jump. To assist the usage of these features your warehouse can now close its entrances while you're inside it if it couldn't before as well as open them back up in your most recent physical location in jump if none are currently open, and you receive a small wrist device keyed specifically to you that allows you to engage the time machine extension's functions even when you aren't in your warehouse.

(Requires 1e39 Cookies, Requires Rewriting History) Temporal Overclocking: This adds the full time manipulation suite-in addition to straight time travel you can directly manipulate it in various other ways. Less powerful forms include speeding up, slowing down stopping time, and looking into the future or past directly will use up fractional charges for the duration of their usage (with better exchange rates the more jumps you've completed). You can jump between alternate timelines-including ones you've created with the extension-the same as when moving between the past and future. And you even have access to more powerful actions such as direct timeline tampering, calling upon yourself multiple times in one place, or assembling stable timeloops in one go-though these will use up more than one charge as appropriate. And to properly enable

misuse of these powers the recharge rate for completed jumps increases from one per week to one per day.

(Requires 1e14 Cookies) Antimatter Condenser: This warehouse extension is a large futuristic laboratory complex centered around a massive energy-generating particle collider. Various rooms and wings will automatically have labs and experiment equipment set up as needed in pursuit of a specific goal-understanding and exploring the basic laws that govern physics in your current jump. The lab will supply basic NPC researchers if needed, automatically shut down disasters before they can take out the lab or spread to the rest of your warehouse, and any research conducted here will be stowed away in a special guaranteed-safety database. More importantly though is that all research conducted or confirmed here becomes fiat backed for you and your followers/companions-all technology based on it will work regardless the universe. Never lose tech tree nodes again!

(Requires 1e28 Cookies. Requires Antimatter Condenser) Exotic Matter: Your research complex has been expanded-now adding new sections for every jump you complete so that you may continue researching the laws of past universes! Even better, with careful work and deep understanding, you may even begin to mix and match these natural laws to various degrees and develop scientific and engineering marvels that would be impossible under any of the single rulesets they build upon. As an extra bonus the provided researcher NPCs are boosted to the level of highly competent specialist scientists and engineers.

(Requires 1e42 Cookies. Requires Exotic Matter) Scientists Baffled Everywhere: Why waste time on research somebody else has already done? The database of the extension now automatically includes all scientific and physical understanding ever developed for each physical system it picks up in each of the jumps you go through-including research done while you're there or performed in future worlds based on your own work! It even works if you're up against enemies trying to do research to surpass you-it all goes straight into your own database as soon as they figure anything out! Finally, the generated researcher NPCs are boosted to be on par with the most intelligent, creative, and competent research teams across all the jumps you've been to-not the absolute best of the best, but close.

(Requires 1e15 Cookies) Krumbler the Cookie Dragon: Congratulations on your new pet! Krumbler is a surprisingly well behaved recently hatched cookie dragon. Right now they're about the size of a cat and already a formidable and intelligent fighter, but as time goes on (or you feed Krumbler baked goods to speed up the process) they will get bigger, and more powerful. While it will take a while for Krumbler to reach their greater potentials, they have no real limit to their size or power. Take good care of them for long enough and you may end up with an undyingly loyal planet sized cosmic cookie drake with enough arcane might to reshape reality and wise enough to match. Krumbler gets their own lair extension with good enough amenities to make sure they can live comfortably even once they're too big for your warehouse.

(Requires 1e30 Cookies. Requires Krumbler the Cookie Dragon) How To Bake Your Dragon: This adds another bonus to Krumbler-for every jump you've completed Krumbler gains a thematically relevant special power aura. These auras will suffuse your properties and followers around Krumbler (such as a farming growth aura causing farm extensions to grow more bountifully as long as Krumbler is in your warehouse)... But also directly benefit you and your

own activities directly no matter how far apart you and Krumbler are, the connection between you two allowing Krumbler's auras to empower you no matter what you're up to. Krumbler's aura capabilities grow in power as Krumbler does.

(Requires 1e45 Cookies, Requires How To Bake Your Dragon) Dragonflight: This adds two more benefits for you: first, Krumbler can now lay eggs! The hatchlings from these eggs won't grow as fast as Krumbler, but you can gift them to whoever you like to bond with owners of your choosing-and all the auras and powers Krumbler picks up can be passed down through their offspring to degrees appropriate to the hatchlings' level of growth. Secondly you can now choose to sacrifice fiat backed perks and items to Krumbler giving them new auras and abilities or upgrading and evolving preexisting ones based on what you've sacrificed-as well as just giving Krumbler a copy of those perks and items to use themselves. You'll receive the sacrificed things back after a jump or two (though you can't sacrifice the same thing multiple times) and if you are generous you may find that power gifted to Krumbler paid back to you many times over.

(Requires 1e15 Cookies) Prism: This thing is a property instead of just an extension, how novel. A massive building, its structure set around a colossal crystal prism of mysterious properties that seems to harvest light from a mysterious inner source. In short, this is a single power generator on par with an entire kardashev type 2 civilization-capable of outputting to any mundane energy type to exactly the amount selected during hookup for each plugin: light, electricity, heat, even mechanical if you hook up an axel or pulley belt system to it! If left in your warehouse instead of imported to jumps it will most likely handle all energy demands you have there, but just in case you've got enough things hooked up to beat that power supply the maximum energy generation also increases for every jump you've completed-the square of the number, so if you've completed 2 jumps it gives x4 the base power, then x9 at 3 jumps, then x16 power at 4, then x25, then x36, and so on.

(Requires 1e30 Cookies, Requires Prism) Pure Cosmic Light: Tired of doing your own energy conversions from mundane power to more exotic kinds? This allows you to set the prism's output to ANY kind of energy you've encountered no matter how esoteric-though obviously things soul power or divine light are more dense/expensive than mundane types. On top of that, you can now choose to import/place multiple prisms-up to one for every jump you've completed at a time. All power prisms pull from the same source, so this doesn't improve your total power output, simply giving you the ability to output that power in more places at once. Finally, because why not, the power output scales at 2^X , with X being the number of jumps you've completed, so the max output after two jumps will be 4 stars worth, then 8, then 16, then 32, then 64, then so on. At this point your bottleneck is probably going to be how fast you can pump power out without blowing up your warehouse, not how much you have available.

(Requires 1e45 Cookies, Requires Pure Cosmic Light) Unending Glow: You really want energy? Like, absurd super busted levels of power generation? This increases the scaling again, changing it from 2^X to 10^X . Further, you can manually increase the 'base' of the power by switching the prism to 'input' mode, after which its base output will change to match the flow of the input if it was higher than the previous base. Finally, you can also produce and distribute mini-prisms, which can channel up to a specified-by-you amount of energy from the prism-source, giving you potentially unlimited outlets.

(Requires 1e16 Cookies) Grandmapocalypse: You may or may not have started a grandma and cookie related doomsday while you were here. You may have even done it repeatedly. Now you can do it in future jumps too. For every jump you've completed you receive an ominous tablet. When broken, this tablet will begin an apocalypse thematically relevant to the jump it corresponds to-this one's is obviously the grandmapocalypse for example. This will not be a sudden thing, there will be signs and omens, the effects will gradually ramp up in intensity and less gradually expand in radius over time-and critically, if the people of the setting identify and rally against the threat in time they may just be able to stop it. But if they don't... Well, you know what an apocalypse is, don't you? A word of warning though-these apocalypses don't have any loyalty, try not to be one of the casualties.

(Requires 1e32 Cookies, Requires Grandmapocalypse) Elder Pledge: Apocalypses are a famously imprecise weapon. This gives a couple of toggles on the apocalypses you unleash. The first is severity, allowing you to dial down the apocalypses' greatest threat level upon fruition to merely "end of the world as we know it" or even "inconvenient but ultimately survivable and maybe even preferable paradigm change", or even dial it past the default "renders local existence an endless homogenized post apocalyptic wasteland" all the way to "actually just ends local reality beyond recovery". Second of all is 'scope', allowing you to dial the maximum range of the apocalypse from as localized as a single room all the way up to the entire setting. Finally, is 'rate of expansion'-you can't make the apocalypse hit full power faster, but you can choose whether it only slowly creeps outwards across the designated space over many years, or if it just begins ramping up across the entire setting at once unless stopped. Choose your own doomsday!

(Requires 1e48 Cookies, Requires Elder Pledge) One Mind: Say, you might not be super happy about the 'apocalypses have no loyalty' thing. This upgrade does one thing: fixes that. The apocalypses you call forth DO have loyalty now-to you and you alone. Their mighty effects will concentrate where you demand, spare those you favor, and should you be changed by them you will only grow stronger and will retain your self and mind. Just try not to let everyone else get wind of the fact that you're the source of the problem okay?

(Requires 1e16 Cookies) Chancemaker: This purchase makes you phenomenally lucky. Not plot armor, as such, but any primarily chance based circumstance will go your way. You'll never lose at gambling except when it would be better to lose a roll, luck based abilities always come out their best option, and you can almost never go wrong with making decisions by flipping a coin when you aren't sure which way to go. This won't smooth over every single one of life's little problems but it sure does make things easier yeah?

(Requires 1e32 Cookies, Requires Chancemaker) Ever In Your Favor: There are a lot of things that aren't purely chance based though even when they seem like it. The results of complex systems like social networks, narrative element effects like plot armor... All of these things now go in your favor too! You'll live a properly charmed life as all manner of events and timings just seem to naturally go your way no matter what you do... And even better, this rubs off on the people you like-your friends and close companions will see their lives going far better just from you caring about them-except of course where it would conflict with your own good luck in a way you'd prefer for yourself to come out on top.

(Requires 1e48 Cookies, Requires Ever In Your Favor) Improbability Drive: You know how there's supposed to be that thing about how everything is possible, even spontaneous formation of sentient minds or sudden molecular reassembly? That's how lucky you are now-the systems of the universe will stretch themselves to unbelievable extremes to make sure things go nicely for you and the people you care about. Billion to one chances happen constantly like the object you need just falling out of the sky, or plugging in random coordinates in a teleporter sending you exactly where you want, or the tides lining up exactly the right way to make that seaside kiss in the sunset have the mathematically provable ideal backdrop. And even crazier things can happen sometimes too like spontaneous combustion of hated foes or stars aligning a trillion years early right when you need them thanks to ridiculous knockon quantum effects. It would take darn near divine intervention levels to ruin your day and even that might not be enough sometimes!

(Requires 1e17 Cookies) Fractal Engine: This item is a special box full of weird clips-one clip per jump you've completed. Handle these clips carefully, anything that they're placed on will begin to ripple and gradually bud off perfect copies of itself (barring other clips or the holding box itself of course). Fiat backed items will retain their fiat backing but will not carry over replacement clauses from purchases to new duplicates. These CAN be used on living things but it is strongly discouraged-motion during duplication may result in harm to objects involved, and that's to say nothing of the psychological harm of experiencing fractalization. There is one notable exception to all of this though-jumpers (and benefactors) cannot be duplicated with fractalizing clips, something about fiat sources doesn't play well with fractalizers.

(Requires 1e34 Cookies, Requires Fractal Engine) In And Of Itself: In addition to directly fractalizing objects, you may now place a fractal clip on an entrance of any other structure with more than one entrance while all entrances and exits are closed. Upon doing so, the structure will now internally recurse-all exits except the one the clip is placed on opening to new copies of the structure through the clipped entrance as of when the entrance was clipped-including all the things inside the structure at the time. Each internal entrance must be manually opened after clipping to generate the next nested layer though, so 'harvesting' may still require a bit of effort.

(Requires 1e51 Cookies, Requires In And Of Itself) An Example Of Recursion: All of the clips now have a special mode-activateable only by you-which causes each fractalized copy of a clipped item to *also* fractalize for as long as the original remains clipped. This is indefinite exponential growth of any item you can clip. Do not leave any clipped item unattended for long periods of time.

(Requires 1e20 Cookies) Javascript Console: This item is a computer, tablet, laptop, or other electronic device appropriate for doing coding-with direct access to the source code of the current setting you're in. Now, the code for a universe is very complicated, you can only make a number of edits per day equal to the number of jumps you've completed, and with the program you've got on this device you're going to be more of a script kiddie than just a hacker... But this power is a highly effective sidegrade to reality warping nonetheless. For instance it's got no limit on range, it's possible to save up several changes to enact all at once, and you can directly target specific values or physical facts without messing up the stuff around it-plus since it's direct editation through reality's underpinnings most anti reality warping methods have no effect

on it, and even those that do won't be able to revert changes without actively making a new change and hoping they got the details right! On the other hand it's slower than most regular reality warping, much harder to cause complex effects with, and requires a better understanding of what you're actually tinkering with to get the most out of it. The console can only be used by you and those you directly authorize.

(Requires 1e40 Cookies, Requires Javascript Console) Software Updates: You wanna be more than just a script kiddie cracking at preexisting variables in the universe's code? This upgrade gives you everything you need for actual HACKING, including direct access to functions, common interactions, and laws of reality's function. Additionally, it comes with a second app-a set of files containing the code documentation so that you can actually learn how everything works in depth before digging in. Get good enough with this and you could rewrite physical laws on the fly and restructure universes to your liking with just a few keystrokes. That said tampering with reality directly is a lot more dangerous than cheatcoding the readable variables, so this also comes with compiler warnings-any time you (or somebody you've given the console to) try to input an edit that will have wider reaching effects than you anticipated/would be fully confident about you (and it will be you who gets the warning, even if somebody else triggered it) will have the opportunity to cancel the edit before it's made-though canceled edits still use up one of your daily charges.

(Requires 1e60 Cookies, Requires Software Updates) Eval(): You've already reached deep, but there's a few tools left we can give you: first, a preview tool-letting you look over the basic generalizations of the changes you're making BEFORE you commit to an edit so you can tweak your changes if something is wrong with your code additions without using up a charge. Second, a little code helper who can handle your coding tasks for you-no more typos and no more having to stop to type halfway through a pitched battle. Finally... Well, there's more than just the code itself that determines a game-the compiler, machine, and engine can make a pretty big difference too... So you now have limited capacity to tamper with those as well. This has more... Esoteric applications, but will allow universe processing alterations that would normally be outright impossible with the regular hacking, as well as juking some especially interesting effects with parser glitches and deliberately leveraged error handling behavior. Just... Be very very careful-with the previous level of hacking a bad edit could corrupt or even entirely delete unpredictably massive chunks of a universe. With stuff this deep you could just crash reality altogether and take yourself with it.

(Requires 1e22 Cookies) Idliverse: Another warehouse extension-this one leads to an entire personal universe of your own. It comes with a few generic presets of the most common universe types-but you are also effectively a god within it, able to shape its features and laws with conscious effort while inside the extension (even if in the gap between the extension's entry and the universe's). The universe *does* have a maximum size though: a radius of 1eX meters, where X is the number of jumps you've completed. You can choose to keep it below the max size though if x1000 volume increases every time is too fast for your tastes.

(Requires 1e44 Cookies, Requires Idliverse) Sandbox Universes: The extension expands, now it contains not just one personal universe, but one for every jump you've completed. On top of that, you can now set the universes to themes or purposes on creation-maybe you want one that inevitably turns to producing ever increasing amounts of rabbits, maybe you want a

universe that's just rows and rows of shelving units because you've got too much crap for your main warehouse, or maybe you just want an endless sunny meadow perfect for relaxing and wandering as far as you like, the possibilities are endless! Each individual universe still has the size cap, but that grows pretty quickly doesn't it?

(Requires 1e66 Cookies, Requires Sandbox Universes) Everywhere At Once: The ultimate expansion-now instead of just getting one universe per jump you gain one multiverse seed. Each multiverse can iterate or vary on a theme or ruleset you define, or be many perfect copies of the same universe if you like-you get to choose the general cosmology just as you did for the universes. Of course, the multiverses have a size limit just as the universes do... Each multiverse can only hold $1eX$ universes where X is three times the number of jumps you've completed. Somehow I'm sure you'll manage anyway.

(Requires 1e25 Cookies) Cortex Baker: Your own mind can be a prison, a limitation, a set of shackles. This does many things: first of all it makes you hyperintelligent-comic book "all according to plan" "understand the secrets of the universe from a brief look" omnidisciplinary supergenius hyperintelligent. Second it fully wards your mind against damage and decay; you can't be mind read, mind broken, personality death'd, have memories tampered or damaged, be harmed by memetic afflictions, or even just suffer unwanted personality drift due to long term bad experiences or losing connection with those you care about-your mind and self are *inviolate*. Your memory is infinite and perfect in every way including for all the time before you got this perk, you gain perfect self control and introspective capabilities, all learning blocks are removed except those you for some reason want to keep, your staggering intellect applies to secondary skills like creativity and social maneuvering, and your ability to multitask is functionally unlimited. The list goes on and on-while your mind is not infinitely capable it is safe to say that it has no real weaknesses except the difficulty of augmenting a mind already so thoroughly unbound by the weaknesses of a normal physical brain.

(Requires 1e50 Cookies, Requires Cortex Baker) A Beautiful Mind: A beautiful mind such as yours cannot be left limited to its current potential. You now have the ability and knowledge of how to augment your intellect, improving and expanding your mind with raw materials, energies, and powers to rapidly ascend the towering tree of hyperintellect beyond where you start-for shockingly cheap in comparison to what you're doing too. Your intelligence is truly uncapped with this so long as you can put in the work and resources-and even without that if you're willing to be patient-you will reach levels of understanding mere mortals can't even imagine... And you are guaranteed not to lose yourself in this towering ascent no matter how fast or how far you climb-even once you go so far as to be unrecognizable you will still fundamentally be you, and will be able to continue your healthy relationships with others and enjoying the things in life so precious to you should that still be things you value.

(Requires 1e75 Cookies, Requires A Beautiful Mind) Psychokinesis: Contrary to some sci-fi ideas, increased intelligence does not automatically give you psionics, so this does it for you. The greater your mind grows, you begin to have the ability to directly leverage your comprehension of reality into altering those things you sufficiently comprehend-and directly observe things on the fringes. This will be telekinesis, then full power psionics, then eventually reality warping, then some day who knows what else? And so too can your incredible mind make up for deficiencies in your sensory suite-see particles outside your line of sight or visual

range, detect the thoughts of those far from you, see and feel deep into the hum of the universe... But both these things together serve a particular purpose-if you can warp and shift that which you understand, and you already have total control and comprehension of your existing mind... Then there's no further need for external aids in augmenting your intellect. Self study and self refinement partnered with psychometric study of reality around you and beyond is all that's needed to pump your mind ever higher. The singularity is here: it's you.

(Requires 1e27 Cookies) You: This is two things: first, an extension in your warehouse containing special cloning vats-one for every jump you've completed-that will print a fresh brand new exact copy of you every single day. The second thing is those clones-each one IS you, mentally tied together in an overmind You that means that no matter what every single clone of yourself will always be you and stay you, never diverging from who you are-because they are manifestations and pieces of you more than copies really. And being you means that every single one has access to all your perks and powers at full strength-and so long as even one single clone remains alive you are not dead. Furthermore, chaining effects like hivemind killer attacks or genocide scrolls will fail to chain across clones-anyone who wants you fully dead will have to do it manually with each one.

(Requires 1e54 Cookies, Requires You) Power In Diversity: Lots of you with no changes might be boring-so you can now set your clones to have variations. Any perk, power, or skill you possess can be tweaked in new clones that come out to something similar in kind and power but different in exact effect... And you *can* use this to end up with individual bodies stronger than your usual baseline by making their abilities synergize together better. On top of that since every you technically has separate powers, all jump-based recharging abilities (like, say, oneups) charge and expend separately across clones. As a small note, there must always be at least one active clone with your 'real' capability layout-if the last default you dies the next clone pumped from the vats will ALWAYS be a baseline clone.

(Requires 1e81 Cookies, Requires You) Everyone Everywhere All At Once: There's a little bit of you inside everyone. Which is to say, you have the choice to make any and all people you meet in your travels also count as 'you', making you not count as dead for as long as they're alive. In exchange, you may give them as many or little of your personal abilities as you'd like based on whatever criteria you want, you receive all of their abilities folded into your own ability set unless specific safeguards against power copying are in place, and you may choose to hook them into the overmind causing them to be overwritten by your personality if you really want them to be you in truth instead of just for chainfail fraud purposes. Wait none of those are tradeoffs hang on a second-

(Requires 1e28 Cookies) Synergies Vol 1: Two good things that go great together. For every jump you've completed, select two of your perks to Synergize together. Synergized perks significantly increase in power when used in tandem-and more than that gain a powerful bonus effect based on how they may interact that further augments their utility when used together. You can consider this something similar to a lesser form of capstone boosting, should you be familiar with that. No perk may synergize with more than one other-at this level anyways.

(Requires 1e56 Cookies, Requires Synergies Vol 1) Synergies Vol 2: A good munchkin maximizes their synergies: at this level every single one of your perks, powers, and

jumpdoc-acquired items directly synergizes with at least one other-one synergy per thing with no single piece being part of more than 4 synergies. This will create a veritable web of synergy effects between your various benefits-which is important because directly connected synergies will ALSO synergize with each other, further increasing the power of all benefits involved and causing their bonus effects to meld together into even more powerful forms than before. And of course, with any new docs you go through all the new perks, powers, and items you acquire *there* will connect into your synergy web too.

(Requires 1e84 Cookies, Requires Synergies Vol 2) Chimera: Become a monster of self-synchronization. Every single fiat backed benefit you have, be it a perk, item, property, follower, companion, altform, or anything else, now has a synergy with every other. This is not a synergy web-it's a synergy singularity, and the more of your different capabilities you use at once the more these synergistic effects will lift you higher-and the more the conglomerating bonus effects will interact to launch your effective power to grand undiscovered heights.

(Requires 1e12 Cookies) Legacy: Would you like to bring the power of ascension with you? Well, it's a bit much when you're supposed to be entertaining a Benefactor, but if you take this reward, once per jump you may rewind everything in the jump back to the beginning. All your abilities will be recharged as appropriate, but beyond that all you will keep is your memories and skill gains (and those of your companions of course). But a fresh start is always useful, especially when you know where to go from the starting line.

(Requires 1e24 Cookies) Power Clicks: The power of biding your time. Whenever you have a project or major endeavor active, if you choose to step away from it and let what you've already set down continue without your support or input for a time, you will build up a 'Power Click' for every two straight months you are doing other things, up to five maximum stored for any given project. Once you return, you may choose to apply one Power Click to any action you do with regards to that project or goal to massively increase its effectiveness and reach-a particular order being carried out much more effectively than normal, an attack on a rival doing far more lasting damage, or similar. It probably won't quite make up for the lost time-but use the Power Clicks wisely and it might get close.

(Requires 1e36 Cookies) Divine Discounts: Absolutely heavenly savings. This reward is simple-anything you do that has a defined cost, whether it be energy, raw materials, mental strength, manpower, or so on, will be 20% cheaper than it would be without this ability. This has failure states with some of the most obvious cheesy exploits-you can't reduce the cost of something and then separately reduce the cost of all its component steps for example-but 20% can be a lot. 20% less of a ritualistic sacrifice might be enough to revive the victim afterwards, for example-they only had to be killed 80% of the way after all.

(Requires 1e48 Cookies) Unshackled Flavor: Unshackle your abilities. Once per each jump you've completed you may pick any perk, power, item, or property you own and *unshackle* it. This removes any and all limits on growth and improvement for the unshackling target, immediately gives it a major increase in effectiveness and power, and permanently increases

the ease and effectiveness of future improvements to the targeted benefit whether by upgrades, training, or any other method.

(Requires 1e60 Cookies) Heralds: A long journey alone can be so difficult, making your adventure multiplayer is a boon. You may choose to designate up to 8 of your companions as Heralds, allowing you to import them into any jump for free (though they will gain no CP from this free import) and causing them to instantly respawn by your side when killed instead of having to wait until jump end. On the offhand chance you encounter other jumpers on your travels, you could apply a slot to a willing jumper instead-assuming they agree to it this will cause them to become your companion instead of being immediately sent home upon chainfail, and they'll bring all the benefits they picked up while jumping with them (though it will of course all still be theirs).

(Requires 1e72 Cookies) Permanent Upgrades: It sucks to lose your hard earned improvements. So now everything you acquire; skills, powers, items, followers, and so on gain basic fiat backing to ensure you can still use them in future jumps. Furthermore, for every gauntlet you've completed (including this one), you gain a single Permanency Slot, into which one fiat backed benefit such as a perk or item can be slotted to strengthen its fiat backing enough to beat out the usual 'drawbacks trump perks' rule. It still won't allow taking such things into gauntlets, but even just one or two things surviving those stupid power loss drawbacks can make them a bit more bearable.

(Requires 1e100 Cookies) And A Little Extra: Well well well. You really stuck with this, huh? Can't imagine how long you spent in the jump to get yourself this far, a Googol cookies is actually pretty far past where Cookie Clicker's content runs out normally-even down to the ridiculous super hard achievements. But you really wanted to beat this ridiculous gauntlet and pilfer every absurd and broken reward it had to offer, huh? So... You can take that spirit onward. You now have the ability to selectively enforce Incremental Game Logic on all your future adventures-any endeavor you want to complete *can* be completed just by throwing enough time and resources at it. It doesn't matter how impossible it seems or how the odds are stacked against you, methods of progress and new ridiculous techniques and developments will fall into your lap to make sure you can keep pushing your progress further. More than that-you can't generally *lose* incremental games either. As long as you have something, *anything at all*, whether it be a few dollars in your pocketbook or a bit of reputation with that guy down the street or even just a few spare pieces of pocket lint, no catastrophe or devastation can cause you to chain fail. Anything that *should*, whether by death or by ruining a scenario objective, will instead somehow take a chunk out of your resources and delay the chainfail inflicting circumstances for an indeterminate amount of time. Even the very end of the multiverse itself would find a way to bounce off your rabbit collection and be delayed by a few years. You are implacable, you are unbeatable, you are the unstoppable force and the immovable object. You are the incremental game protagonist and *those numbers will go up until you say they can stop*.

Notes:

v1: In the beginning was the cursor, and the cursor clicked, and the document was, and this made many people very upset and has been widely regarded as a bad idea.

This jump is joke jump adjacent in that it exists primarily because I found the basic idea funny and wanted to turn the wacky reward system into a real thing. You can use this jump in your chain just fine though, it's fully jumpable. It might not be the best influence on your chain's overall balance though.