



May All Your Dreams Come True

The world is getting filled up. With people, with dreams, with wishes. Soon, a threshold will be crossed. The world population will hit eight billion, and something will have to give.

Enter the genies.

Every person around the world, all eight billion of them, will be assigned a genie, and given a single wish. Wish for all the gold in the world, the ability to fly, or someone to fall in love with you. Bring someone back from the dead or wish to have all your waifus around you. There is no limit on your wish... but there is also no limit on anyone else's. What wonders and terrors will be unleashed?

An [8-issue miniseries](#) from Image Comics, the story of Eight Billion Genies generally follows the story of several individuals dealing with the arrival of the aforementioned genies. You will arrive here just a few minutes before a young baby is born in France, setting off the appearance of the genies. How will your desires alter the story?

Take **+1000 CP**, and let's find out.

Rules and Guarantees

For the most part, anything goes with regards to wishes. However, it is possible, and even likely, for some wishes to come into conflict. For example, if someone wishes for their country to be in charge of the planet, someone in another country will likely have made the same wish. In most of these cases, the wishes will simply cancel each other out and go to waste. Similarly, when you have multiple wide-scale wishes that are all trying to be granted, the genies will work together to grant them in whichever way would result in the most people remaining to make wishes. This means that wide-spread wishes to kill people will be difficult to grant, at least until there are fewer people remaining. It is possible to word your wish very specifically, eliminating the wiggle room that genies have in how they grant it, which can help your wish come out on top or bypass the effect of other wishes. Thus, the more immediate and more specific your wish, the more likely it will actually be granted the way you expect.

Now, when you give eight billion people each a largely unrestrained wish, chaos will happen, and quickly. However, there are a couple of guarantees that you can get for your time here.

First of all, your starting location. You can choose to start in the Lampwick Tavern, just a few minutes before everything kicks off. The proprietor of the Tavern, Mr. Williams, will very quickly make a wish to protect the bar and everything and everyone within it from the effects of any wish made outside of it, marking it as a safe haven in a world gone mad, at least for the first several months. When other Havens start looking to take out the competition, it may or may not go overlooked. If you choose to start elsewhere, you will have a guaranteed eight minutes of 'safety' at whatever location you are at, before you'll be exposed to all of the chaos around you.

The second guarantee you get is that no 'kill everyone on the planet' type of wishes will be granted for at least three months. In general, the genies seek to grant wishes in such a way that the greatest number of people can survive the direct effects of the wishes. That way, people can keep making more wishes. This doesn't protect from the after effects, but it does mean that widescale wishes tend to run up against each other, and often cancel out. If someone wishes for world peace, and another for a zombie apocalypse, both wishes will cancel each other out and be used up in the process. With this in mind, it will take at least three months before someone could put together a wish that would kill anyone who isn't protected. After that point, you have no guarantees, so it would be best for you to find some sort of safe haven before that point.

Finally, your third guarantee is that nothing that happens here will end your chain. This Jump can continue until you die or the "Final Wish" is granted, though you can choose to leave early after surviving for at least a decade. However, even if you die within the first few minutes, you will simply move along your chain like the Jump ended normally. However, your genie will not accompany you. Not unless you take one of the following challenge modes.

Challenge Modes

You can choose to take one of the two following challenge modes, which will unlock access to the Prize section when your time in this Jump ends. You are not required to take this, and if you choose not to, you can simply treat this like any other Jump.

Base Challenge Mode: In base challenge mode, you will keep all of your powers and your starting CP, but they are now all considered to be the effect of a singular genie wish. This doesn't actually use up your wish, but it does mean that the wishes of other people could potentially affect your powers. "No powers will work within my territory, except from wishes I've made" would render you powerless, "I gain ownership of all material goods in the city" would transfer control of your items, etc. Everything will be restored to you when the Jump ends, but by taking this challenge, you give up fiat backing and protection of your abilities. In exchange, you can earn a prize based on how long you are able to go without using your Genie's wish. This prize can include your Genie accompanying you in future Jumps. See the Prize section for details on that.

Gauntlet Challenge Mode: In gauntlet challenge mode, you will give up all of your powers, items, and companions from previous Jumps for the duration of your stay here, being reduced to a normal human body, and you will start with **+0 CP**. You can still take drawbacks and make purchases in this document, and you still have the protection that dying will cause you to simply move along with your purchases rather than ending your Chain. In exchange, the Prize you can win from your challenge depends on how long you survive, rather than how long you manage to preserve your wish.

Location, Origin, and Genie

As mentioned, you can choose to start in the Lampwick Tavern, gaining the benefit of the protection of the tavern. Alternatively, you can choose to start anywhere else in the world.

There are no backgrounds or origins for discounts. Everyone starts out as human.

Finally, there is your genie.

Genie [Special]: You have a companion genie, just like every other person on Earth. Your genie's appearance is loosely based on your own, albeit a 'chibified' version of you, and their personality is cheerful and bubbly. They are eager to help you out and grant your wish, whatever that may be, and will vanish after granting your wish. Even without using a wish, genies are generally perfectly willing to answer questions and provide information. They can let you know the conditions in certain places, what has happened to certain people, what wishes other people have made and which might be affecting the area around you. However, they are independent beings. They like to see wishes used well, so if your wish would interfere with other people being able to use their wishes, they are likely going to twist it, such that it doesn't quite do what you were hoping, or so that it runs up against someone else's wish and gets canceled out. Other genies will act the same way, so you aren't at a disadvantage there. Your wishes are also unable to affect the general meta of your Jumpchain, so you can't just wish for more CP or something, or for omnipotence that will accompany you along your chain.

Your genie will be with you only for this Jump, unless you took one of the challenge modes, in which case they could stay with you for the long haul. You can choose to have one of your Companions imported as a genie, in which case they will lose the genie abilities at the end of the Jump if you don't take the challenge mode, but will still accompany you onward when the Jump ends.

Perks and Items

Survivalist [100 CP]: You have a wide array of survival skills, which will likely be important in the long haul. You can navigate in any environment, and find food and shelter with effort.

Oncoming Danger [100 CP]: You have a sense for when danger is approaching you, including the looming threat of large-scale wishes. This doesn't guarantee you can do anything about the threat, but you will at least have a chance to try and avoid or prevent it.

A Remnant's Perspective [100 CP]: You can see past the shiny exterior people may put up, especially when that shiny exterior is influenced or enhanced by magic, and see who they really are on the inside.

The World That Is [100 CP]: You are quick to adapt to changes in the status quo, and can recognize when it has changed irrevocably. You can honestly examine yourself and your attitudes, and identify when your methods or outlook are not conducive to long-term success in your new world.

A Wish In Slow Motion [100 CP]: Sometimes, doing things the old-fashioned way is better. When you avoid taking a shortcut in some sort of creative process, you will ultimately gain a better final product than you could have achieved with the shortcut.

Ipso Facto [200 CP]: You know 'lawyer-speak' and are adept at spotting loopholes, as well as closing them in your own contracts or demands.

Consequence Sight [200 CP]: When you are planning an action, you are able to visualize what the long-term impacts of that action would be. The more likely an outcome, the clearer it will be to you in this sight.

Decisive Action [200 CP]: You can make split-second decisions as if you had an hour or so to think about them, allowing you to act quickly while also still acting intelligently.

Enduring Remnant [200 CP]: You can tie Remnants, and other effects that would end at their creator's death, to yourself instead, allowing them to continue to persist as long as you do.

Q&A [300 CP]: Even if you have spent your wish, you can still enjoy the benefits of provided intelligence that most genies would give their assigned human. You are able to ask a question about the world, such as 'what has happened to my family' or 'what wish did my friend make', and get an answer.

The Idea Man [300 CP]: You are extremely charismatic, capable of framing all of your ideas in ways that make people around you want to believe in them.

Survival Suit [400 CP]: You have a high-tech suit of armor and high-tech blasters that can appear and disappear on your person, and which renders you extremely difficult to harm.

Jumplight Bar [400 CP]: You have a bar, identical to the Lamplight Tavern, that is protected against supernatural threats and which has a backroom that is stocked up enough to sustain a dozen people or so for years.

Might of the Son [600 CP]: You possess superpowers of some stripe, roughly equivalent to those that Robbie gained when he became The Son. Flight, superstrength, enhanced durability, or you could go a different route with equivalent strength in powers.

Companions

Genie Import [300 CP]: You can choose to import one of your Companions as your new Genie. They will gain all the abilities and insight that your Genie would have, and, uniquely, will not have to disappear when / if they grant your wish, allowing them to stick around with you until the Jump ends.

General Import [100 CP / 500 CP]: You can import a single Companion to join you in this Jump for 100 CP, or a full set of eight Companions for 500 CP. They will gain 500 CP to spend and a Genie of their own, but they will only get to keep it with them if you reach a specific level in the Prize section via one of the Challenge Modes.

Invitation [100 CP]: You gain an invite that you can extend to anyone you meet in this Jump. If they accept, they will follow you as a Companion after the Jump ends, even if they died in the interim.

Drawbacks

You can take any number of Drawbacks for extra CP.

Anti-Wish [+100]: Sorry to say, but your wish is going to be worthless. Unless you make it to the very end and are making the Final Wish, someone, somewhere, is going to make a countering wish at the exact same moment that you make your wish, rendering both wishes null and void.

Choose Your Words [+100]: You have a habit of using the phrase “I Wish” an awful lot. You better do your best to keep that under control and think about your words, or you could end up using your wish without really meaning to.

Choice Paralysis [+100]: You have a really hard time making decisions, especially big ones like what to wish for. This can help you not use your wish too early, but even the threat of imminent death isn’t necessarily going to be enough to push you through using your wish.

Call Me Papa [+100]: You have a drinking problem, and you will get angrier and more belligerent when you are forced to be sober.

Off the Rails [+200]: The events of the comic showed an outline of how things could have gone, but that doesn’t reflect your current reality. There are no guarantees that any of the individuals in the comic exist, or that they will act the same way they did in the comic.

From The Mouths Of Children [+200]: Ordinarily, children can’t make wishes until they are mature enough to truly understand what having and making a wish means and what the consequences can be (generally, around the age of nine or ten). Now, children can freely make wishes as soon as they can talk and verbalize a desire.

Life As A Remnant [+200]: You are not truly a remnant, but your life has been tied to the life of another in precisely the same way. They will be somewhere nearby when the genies appear, and you will know who it is when you see them. It could be one of your companions, or a stranger who just happens to be close. Either way, you will have to deal with the fact that if they die, you die. At the very least, you have a guarantee that they want to live as much as you do.

In The Sights Of The Havens [+300]: Somehow, the havens that manage to establish themselves as ports of safety in this crazy world have identified you as a major threat to their continued existence. You will end up being specifically targeted by various Havens, with it happening more often as more of the ‘threats’ they are worried about are dealt with.

Believe In Me [+300]: You’ve put your honest and full trust in the wrong person, someone who will definitely abuse your trust, and you won’t remember this drawback until after the jump is over.

Monkey Paws [+400]: The world you are in is now a far darker world. The genies are far more malevolent , and they will all try to twist wishes made in the most terrible direction possible. The only consolation is that they will still try and twist wishes to preserve as many lives as possible. After all, the dead can't suffer.

Ending and Prizes

Congratulations, you have made it to the end of the Jump. Or maybe you died and your Jump ended that way. Whatever the case, if you didn't take one of the Challenge Modes, then that's it. Your Jump is done. However, if you did take one of the challenges, then you gain a prize based on either how long it took you to make your wish, or how long you managed to survive overall.

8 Minutes: You lasted for just eight minutes before wishing or dying. You gain a **Birthday Candle**, which will light up on your birthday, and provide you with increased good fortune for the day after you blow it out.

8 Hours: You managed to last eight hours before wishing or dying. In addition to the above, you gain a **Fortune Cookie**, which will appear to you on the first of each month, and will contain a piece of advice that will benefit you in the coming month if followed.

8 Days: You managed to last eight days before wishing or dying. In addition to the above, your Genie will be able to stay with you. However, their abilities will be significantly curtailed. They will still be limited to a single wish (though they won't have to disappear when that wish is granted), and that wish can only affect you and is limited to a minor quality of life improvement. Something along the lines of 'I wish I had perfect skin' or 'I wish I would never stub my toe'. These benefits can persist between Jumps, so over time you can amass quite a lot of quality of life benefits. Your genie will also lose the level of general awareness they had except with regards to you specifically.

8 Weeks: You managed to last eight weeks before wishing or dying. Your genie's powers are less curtailed. They can now grant a wish that can affect an area covering up to several city blocks, and which can have more potent effects, equivalent to something like 'I wish the cars in this parking lot no longer needed gas' or 'I wish it would rain ice cream around here'. Their general awareness also extends to that same area. Your genie will still have the same attitude about wish granting that they had in this Jump, meaning that they will not like (and in fact, can refuse) to grant wishes that would kill a lot of humans or otherwise prevent humans from 'wishing' or trying to fulfill their dreams.

8 Months: You managed to last eight months before wishing or dying. Your genie can grant a wish that can affect an area the size of a large country, and which can be significantly grander in scope, such as 'I wish that every homeless person in the country had free housing' or 'I wish no one in the scope of this wish could murder anyone else'. Their awareness has similar increased.

8 Years: You managed to last eight years before wishing or dying. Your genie can now grant a wish that is truly global in scope, and the only limit on the wish is the genie's own desires and the fact that they still can't affect the Jumpchain meta. Their awareness extends not just across the globe, but throughout space as well.

8 Decades: You managed to last eight decades before wishing or dying. Your genie's abilities don't change, but now you can give genies to those around you. Those who accompanied you in this Jump will always keep their genies, and you can now give up to eight other people in each Jump a genie that can grant a wish on the same scale as your own genie.

8 Centuries [AKA Final Wish]: You managed to last until the very end, either making the Final Wish yourself, or living to see it made. This may or may not have actually taken eight centuries, but regardless, you are now a Living Genie. You possess true immortality, can effortlessly change your appearance including your gender, and are capable of granting your own wishes up to the same level as your genie could do at eight months.

Notes

Changelog

Version 1.0 - Release

FAQ

Q. Can I wish for ____?

A. Is ____ something that affects the general meta of Jumpchain (like wishing for extra CP, free Companion imports, perks to trump drawbacks, or something along those lines)? Then no. Otherwise, the answer is “yes, but if it is too big, don’t be surprised if it gets canceled out”.

Q. Will my wish make a Remnant, or go away once I leave a Jump?

A. No, at least not in future Jumps. Remnants and the like are a cost saving measure by the genies, just like them not making a separate world for every person who wishes to ‘rule the world’. Once the person who made the wish is dead, they figure they don’t really need to keep the wish ‘running’, so they make it temporary, and only keep it going until death. Once your genie is running on fiat, it doesn’t need to be as limited with power, so it can bring people back from the dead properly, and make effects that will continue, even after you move on from a Jump.

Q. Why are the perks and items all squashed together as one section?

A. Because I couldn’t come up with all that many items. Survival Suit and Jumplight Bar are all I could realistically come up with. Everything else just fell flat or worked better as a perk.

Q. Can’t I just stay in the Lamplight for the entire Jump and be safe?

A. Maybe. The tavern does survive through the entire comic, but for a big chunk of that time, it is empty except for Mr. Williams, and it is highly possible that any of the ‘Haven destroying’ wishes bypassed it specifically because there were no actual humans inside. Also, living in a single tavern for several hundred years sounds really, really boring to me.

Q. Do I have to make the canonical Final Wish to win the final prize?

A. No, you do not have to wish that “everyone would love the way they want to be loved”.

Q. Couldn't I cheese the Gauntlet Challenge Mode by making my wish "I wish I would survive until the Final Wish is made"?

A. Maybe, but it is possible that some of the various 'super-lawyer' wishes that the different Havens might make could 'counter' your wish and leave you to end up dying. Personally, I'd wish to be transported through time to the point when the Final Wish was made. If you've read all the way through the FAQ to the bottom, congratulations, you can steal that idea for cheese potential.