Candy Box 2

Created by Record

Welcome to a... quaint land where the candy is never bad for you, woodland critters like to have impromptu trivia challenges, the critters are somewhat polite, and confidence is only a fancy crown away. Here, you have the option of completing one of two goals; spend two years here or manage to gain All The Sweets In The World, at which point you can pick your ending option as usual.

There is no evil overlord to slay. There is no political intrigue, grand conspiracy, looming disaster, apocalypse monster, mysterious plague, brewing war, alien invasion, or mad god to contend with here. It's you, the land, and your quest for delicious candy.

There is, however, a huge dragon, but he's a swell guy once you meet him.

To help you out, here are 1000 Candy Points just for you.

Origin, Gender, Age, and Location

You have one origin: the Player. The Player does not get discounts on anything nor does the Player have any memories of this place. For all intents and purposes you pop out of thin air into The Village. Said village is your one and only starting location, by the way.

It does not matter what your gender or your age is. You are free to choose whatever gender you want. You are also free to chose whatever age you want, provided it's within reason - no being a baby.

Perks

You Don't Get To Keep Anything Because You Failed (Free and Mandatory for this jump only): If you fall in battle here, you only get sent back to the last safe place you were before, alive and whole, but definitely not healthy - you'll need to heal up all of those ouchies you just got yourself. You also don't get to keep whatever you looted in the last couple minutes or so; they go back to whereever you found them. Hey, it's better than losing your chain, right?

Candy! (Free and Mandatory for this jump only): You get one piece of Candy per second. The Candy you get from this jump is exactly the same as the Candy described in the item section. If by some chance you're able to farm Candy and Lollipops, you automatically get them too.

The candiest person in the world (Free): You are able to hold any amount of Candy, Lollipops, Chocolate Bars, and Pains au Chocolat on your person at any time. No, don't ask me where you keep it, why they don't weigh you down, or how you get it out.

Water breathing (Free for this jump, 100 CP to keep): You are able to breathe underwater. You can spend a lot of time underwater.

Water questing (Free for this jump, 100 CP to keep):: You are able to fight, move, cast spells, use items, and speak just as well in water as you can on land. Handy!

Health bar (Free for this jump, 200 CP to keep): Instead of suffering injury as you would in "real life", with organ damage and bleeding out and getting bits of yourself chopped off or broken, any damage you take instead subtracts from a health bar which depletes the more damage you take and increases when you heal. You take damage like a video game character, in other words. You also know exactly just how close to death you are at any moment.

A very special diet (Free for this jump, 200 CP to keep): You do not suffer any malnutrition issues no matter what you eat. So long as you get enough calories in you you will remain healthy, fit, and will not be fat or getting any dental problems. You also never get bored or sick of eating the same thing every day all day.

The quest must go on (Free for this jump, 200 CP to keep): So long as you're alive, you will be able to run, swim, jump, and swing your weapon no matter how tired you get.

Jump in! (Free for this jump, 200 CP to keep): You do not take any damage from falling. You could jump into a deep deep pit and fall for minutes and not suffer a scratch when you finally reach ground.

Durability mechanics are too complicated for this game (Free for this jump, 300 CP to keep): Your weapons, armour, and equipment will not break or wear out from wear and tear. You could fight a million battles with your axe and not need to clean or sharpen it even once.

Encumbrance? What's that? (300 CP): You are not hindered, slowed down, suffer overheating issues, or stopped from doing anything requiring fine motor control while in armour.

Gulp! (300 CP): You can consume any amount of food, drink, potions, and Sweets instantly that you possess.

Lollipop farmer (500 CP): Your crops never suffer disease or pests, never need watering or fertilization, don't deplete the soil, and automatically and instantly harvest themselves. You get to choose where the harvest goes. In addition, you become able to plant Lollipops and grow more of them, and construct special mills that produce Candy automatically out of nothing.

Items

Note: Infinite items can be spawned out of thin air immediately and can be done as much as you want with no cooldown or cost.

Candy (Free): It's a piece of delicious Candy! Did you know that Candy is actually really good for you? Eat enough of it and you'll be as hearty as ten men! Eat more and you'll start to gradually heal faster and faster whenever you are resting, up to a point.

Wooden sword (Free): It's a sword. Made of wood. It's not very deadly. Maybe you can kill rats with it or something.

Infinite bottles (Free): They are bottles. You can put stuff in them.

Infinite leather gloves (100 CP): Pairs of leather gloves. Good for protecting your hands from combat and farm work.

Infinite health Potions (100 CP): These potions heal a set amount of health when imbibed, enough to take a normal man from death's door to hale and whole. Trying to drink more than one in an instant is not recommended, as with all potions.

Infinite berserk potions (100 CP): These potions will double your weapon damage output for several seconds after drinking it, and these will not hurt you to drink unlike homemade ones. Trying to drink more than one in an instant is not recommended, as with all potions.

Infinite antigravity potions (100 CP): Potions that when drunk will nullify the effects of gravity of the drinker (relative to the world said drinker is on) for a few seconds. In other words, you can float through the air but you won't fly off into space. Trying to drink more than one in an instant is not recommended, as with all potions.

Infinite octopus king crowns (200 CP): Regal crowns that royal octopi might wear. While they may grab attention, the only thing they can do for you while you wear it is instill great self-confidence in you.

Infinite tribal spears (200 CP): The Lost Tribal Warriors that are, um, lost somewhere, use these in battle. They are pretty fast and somewhat strong.

Infinite monkey wizard staves (200 CP): These fancy sticks shoot magical purple balls at their wielder's enemies. Hitting a foe with the staff itself isn't very damaging, though.

Heart plug (200 CP): Keeping this on your person will make you somewhat more durable than before.

Infinite knight body armour (300 CP): Like what knights at a castle may wear. They reduce all damage you take by a noticeable amount.

Unicorn horn (300 CP): This once belonged to a horse with a horn on its head. With it in your possessions, it will regenerate your health for you over time, such is its mystical power.

Rocket boots (300 CP): You don't need happy thoughts to fly with these awesome footwear, but it'll give you plenty of happy thoughts regardless! You can now fly all over the place.

Time ring (300 CP): A ring that, at will, toggles your perception of time from normal to half-speed, allowing you more time to think about your current situation and allowing for better timing on your actions.

Your very own Well (500 CP): Unlike the actual Wishing Well in the realm, this well isn't sapient or living, but it is portable, able to be carried by someone. Like the Wishing Well, you may toss in Sweets (and only Sweets) to get predetermined gifts, hence it is only able to grant very few types of desires. Yes, exactly the same gifts as the actual Wishing Well.

Companions

Companion import (Free): You may import up to eight of your pals for free, and they will benefit from every one of the free-for-this-jump versions of the perks here as well as freely choose their age and gender, though they get nothing else.

An actual import option (300 CP): Oh all right. Those who you imported now also get all freebies and 600 CP to spend. Happy now?

Drawbacks

You may take up to 1000 CP in drawbacks.

Annoying aftertaste (+100 CP): For some reason, when you eat any Sweet or drink any potion, there is this somewhat weird and slightly unsettling taste that lingers in your mouth for a minute or thereabouts.

Woot! (+100 CP): You can't help but default to holding your hands in the air when not doing anything else, like you're constantly cheering for some reason. At least they won't get tired?

Hope you brought a toothbrush (+100 CP): Tooth decay is now a thing here. If you don't take good care of your chompers they'll end up getting cavities - and that's just the start.

Least favourite flavour (+100 CP): Is there a flavour of Sweet that you really don't like? Half of all Sweets you eat are now that flavour.. If you don't have a heavily disliked flavour, well, you have one now.

Throw some Candy on the ground (+100 CP): You have the inexplicable and irresistible urge to take a handful of Candy and throw them on the ground at regular intervals. You'll feel kind of foolish about it too.

Lack of self-confidence (+100 CP): You are unsure of yourself and frequently second-guess everything you do. You may come across as wishy-washy to other people. Only by wearing an octopus king crown can you fill yourself with self-confidence.

Taking off the wrappers (+100 CP): Your candy now has wrappers on them that you have to take off before you can eat them. No, you can't even put the wrappers in your mouth or eat them, why would you?

Outrospection (+200 CP): You must constantly be moving when fighting enemies or near full treasure chests, you won't stay still for any reason.

No place to put them +200 CP): You may not access your Warehousse for the duration of this jump.

Sweet Tooth (+200 CP): You can't help it, you crave that Candy and will frequently take one out and eat it at any time. Yes, even during times you shouldn't, such as in the middle of combat.

A rat problem (+200 CP): Rats are now everywhere, not just in cellars. They'll be in your way a lot, and be in front of other enemies a lot too. And they are relentless at nibbling you.

Must get those Sweets! (+200 CP): You no longer have the option of waiting out two years in order to leave this world. You MUST get All The Sweets In The World, only then can you depart.

Platforming problems (+200 CP): Your platforming skills are sort of bad. If you need to jump to complete it, then expect to have to make many attempts at it.

Aggressive enemies (+300 CP): Everything you fight now attacks faster, hits harder, and moves quicker, all to a significant degree. Hope you can handle them!

No love for Sweets (+300): You hate everything sweet. You can't stand the thought of eating any Candy, and doing so will make you angry at yourself and miserable in general for hours at a time.

Ragged wounds (+300): Any bodily regeneration you may have, even from items, is turned off, and your natural healing when you rest is much slower than normal. You will need to have some means of manually healing yourself if you want to bounce back fast.

Ending

All The Sweets In The World: If you have succeeded at gaining this, then congratulations, you now have an infinite supply of Candy, Lollipops, Chocolate Bars, and Pains au Chocolat. Enjoy.

Go home: You appear back home with all you're gained.

Stay here: ...are you sure? It's not like there's all that much here. You'll end up spending the rest of your life in this world, and back home those who know you get the feeling that you're enjoying yourself somewhere. Oh, and all your affairs are in order.

Move on: To the next jump!

Notes

Anything the Sorceress sells you will continue to work after this jump. Spellbooks will still teach their spells to those who read them, and the readers will be able to cast those spells.

Out-of-jump abilities will not trigger the nasty counterattack from a certain boss that you fight for the Fame.

Don't try to fight or kill the Dragon please. Not only do you need him alive to get All The Sweets In The World, but it's also very rude.

Yes, you cannot die here and have your chain ended because of it. You can always pick yourself up and try again. This is canon.

Fanwanking helps.