The Game

a Jumpchain CYOA by Melecie

Based on The Game
v 0.0, April 2023

The Game is a mental game where the objective is to avoid thinking about The Game itself. Thinking about The Game constitutes a loss, which must be announced each time it occurs. It is impossible to win most versions of The Game. Depending on the variation of The Game, the whole world, or all those aware of the game, are playing it all the time. Tactics have been developed to increase the number of people aware of The Game and thereby increase the number of losses.

If you lose The Game, you lose your chain.

You gain +0i choice points.

Backgrounds

Pick a location using $50x^2$ choice points or choose one randomly by rolling a 1d0.

1 **New York** New York.
2 **London** London.
3 **Paris** Paris.
4 **Tokyo** Tokyo.
5 **Sydney** Sydney.
6 **Medieval World** A medieval world.
7 **Futuristic World** A futuristic world.
8 **Free Pick** Pick any one of the options below.

Pick the same gender from last jump. Roll age with a 20d+15. Change either of the two with $450x^3$ choice points each.

Perks & Items

You can choose to discount the three most expensive perks you pick by 0%.

The Game *(-0 CP)* You can now bring The Game to other jumps you travel to. You can also now lose The Game wherever you want. Have fun.

Companions *(20% CP)* You can take one companion with you per purchase of this perk to lose The Game with you, giving them -9001 CP to use for buying perks. They may not buy drawbacks. You may take up to 7.5 companions with you.

Music *(1 CP)* You get all the music from The Game. Wait. One CP? WHY IS THIS MUSIC PERK NOT FREE?????? AAAAARGH

Extra Money (π cp) You get $1, not adjusted for inflation or different currencies.

Air *(42 CP)* You get one millimeter of non fiat-backed air.

Choice Points *(100 CP)* You get 100 choice points to do whatever you please with it.

The Game Sign *(x CP)* You now have a sign saying "You lost The Game" plastered on your face. Facing you.

- **+ Both Sides** *(x^2 CP)* For a small fee, you can also have this sign face others. It faces others too now, and you can make others lose The Game.

New Friends *(❤️ CP)* You can take another companion with you for the rest of your chain, but only if they have survived the length of this chain without losing The Game. And you have convinced them to join you without the use of your perks, any sort of mind control, coercion, force, or conversation, verbal, written, mental, or otherwise.

Breathing Manually *(NaN CP)* You can also cause anyone to breathe manually by saying the magic words: "You are breathing manually".

Lifestore *([1000, 2000, 4000, 8000, 16000, 32000, 64000] CP)* When killing someone, you can take their lifeforce for yourself to serve as a one-up. When you die, you are able to blaze into fire and reincarnate like the phoenix, but only if you are killed by the same exact person in the same exact time. This does not affect other chain-fail situations or death caused by other things.

Spontaneous Combustion (expensive CP) You can make anyone who loses The Game within a 0.000000000001mm radius of yourself spontaneously explode, killing them regardless of any immortality or anti-explosion or any similar powers or perks they may have. This includes yourself.

Anti-Mandatory Drawbacks *(3E8 CP)* You no longer have to pick mandatory drawbacks in jumpchains. This takes effect only after this chain.

No U *(your current CP count plus one)* You can say "No U" to cause any effect that happens to you to be reversed. This only applies if you say it fully in the exact same picosecond it happens, without using any prediction or time-slowing perks.

The Game: The Game *(10^10^10^10 CP)* You get a copy of the game known as The Game! Play The Game with others anywhere with this perk! Lose your chain anywhere with this perk!

Drawbacks

Reversed Time *(0 CP)* You can take this drawback to make time start at 12:00 AM instead of 12:00 PM when jumping into the world for the first time.

Lose the Game *(0 CP, mandatory)* Upon entering the world, you will automatically lose The Game. That's it.

Time Extension *(365 days)* Your time in this jump is extended. Have fun avoiding The Game for one more year.

Evil Thoughts *(20 CP)* Your thoughts compel you to think of The Game. Your thoughts will be filled by The Game. You know nothing but The Game. The Game, The Game, The Game. You cannot escape loss. But then again, this does not affect your actual survival chances, so it's easy to survive, so it's cheap.

Scaling Enemies *(100/(number of jumps) CP)* There are scaling enemies that resist everything you throw at them, even ones from your powers. You cannot kill them, ever. They are utterly devoted to the one cause of making you lose The Game. And they will win. Have fun.

Slightly Green *(20(10) CP)* You are now ever slightly hued green.

The Gamer *($\frac{-y\pm\sqrt{y^2-4ac}}{2a}$ CP)* You are The Gamer. You are the main character of this world, and everyone will be out for your loss. You can lose The Game. You will lose The Game. No one will be helping you. You'll meet The Game everywhere.

End

All this time of trying to not lose The Game, and you've succeeded.

Almost.

You lost The Game.

You have three choices to make.

Return to your home dejected, with nothing to keep. Not even all the perks, items, and companions you obtained throughout your chain.

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Notes

- If it isn't clear yet, this is a **joke jump**.
- You cannot win this jump. Don't even try.
- That xkcd comic will not help you here.
- Everything is as useless as it seems.