NGU IDLE

A ~~gauntlet~~ bad idea by pionoplayer

'Sup nerd. Jumpchan told me to set you up with something 'special'. She thinks you're feeling too invincible, and wants me to entice you into putting yourself through something you're not up for.

At the end of this jump awaits absolutely cracked super-perks like are available almost nowhere else in jumpchain, not to purchase for CP but for making it through enough of the gauntlet to claim them. Even better you can't 'fail' the gauntlet, every failure is just a setback, you can try for as long as you like until *you* decide to give up.

Sounds like a pretty sweet deal right? And all you have to do is make it all the way through NGU Idle, functionally trapping yourself in a timeloop of Internet humor, weird training regimens, potty jokes, getting your ass kicked repeatedly, and having to murder your way through a significant chunk of the multiverse over and over again just to make meaningful progress on each run.

Not too tough right? You can just keep at it forever, so we're going to make sure you actually have to put the work in. As it's a gauntlet you're reduced to your bodymod, but as an extra all perks and powers you might have in your bodymod that directly boost your willpower, render you immune to repetition and boredom, let you mentally fast forward through tedious tasks, or otherwise enable you to totally cop out on actually having to keep yourself motivated to keep going are also disabled. You gotta get through this one on your own merits, can't have your purchases do it for you.

But hey, you're a big jumper right? The meanest coolest guy and/or girl around. You've got what it takes to push through an idle game, don't you? Sucker

Take exactly **0 Chump Points** and inflict yourself with extra suffering if you want to buy anything.

Oh yeah before we start I should clarify what exactly "doing NGU Idle" is going to entail. You're going to be personally going through the entire plot but with the ability to mentally freeze time to jump to the various power up and training tabs present in the game. You will be doing every fight (though as one small mercy any 'boss' you would be able to fast forward through per the main game can be mentally fast forwarded through here too), you will be manually doing every bizarre training and upgrade feature, and-when you rebirth-all of it will rewind back to the beginning as it does in the game. Yippee! Though to be fair dying in fights will be basically a non issue, you'll just rewind to before the fight started and need to wait a few seconds to recover.

Drawbacks

Take as many of these as you like. Jumpchan will ultrakill me if you actually beat this thing so I'm highly invested in making sure you sabotage yourself.

(+100 CP) Scramble: Hey! So you know the story, and the bosses! Given the vast power disparities at play this won't help you a ton, but it *will* allow you to strategize your training routines ahead of time. Or you could take this, which changes the plot and features to something similar but different. Progression will be at the same rate with features and milestones at the same points, but all the little details will be different.

(+100 CP) Victory Is You!: You're going to be fighting a lot of bosses. We should make sure your accomplishments are properly recognized... I know! We'll play a two minute long really annoying jingle after every single story boss you defeat, overlapping in a cacophonous racket any time you use the fast forward function! Exactly what you need to keep your spirits up.

(+100 CP) Happy Kitty: Say hello to Badly Drawn Kitty, your new best friend. She will be the closest thing to a true companion you will ever have in this place. So to make sure you never feel lonely we will slowly scroll a large hand portrait of badly drawn kitty across you vision once every five minutes. This won't prevent you from doing anything but it will put a visual obstacle in your sight for around 30 seconds of every five minute span of time.

(+100 CP) Pay To Lose: Believe it or not NGU Idle has a premium currency! It's fortunately not *required* for progression but it's very very nice to have to buy assorted boosts and unique items. You can't spend real money to get it here, so slowly acquiring it through gameplay will have to do for you, and now every Arbitrary Point purchase costs twice as much.

(+100 CP) Insulting: Alright, listen up maggot. I'm only going to say this once even though your tiny brain is going to forget every detail as soon as I stop talking. But if you take this your oblivious butt is going to be insulted by the narration for every inevitable screwup and self embarrassment you perform, and then some extra to make up for all the incompetence the narration won't be active for. But it doesn't have any mechanical effects. Idiot.

(+200 CP) Goofy: You love slapstick right? Everyone loves slapstick! So now there will be even more of it. You will get clipped by funny attacks, hit by falling objects, slip and fall at inopportune moments, and so on. This will never seriously threaten you-but you will regularly be massaging your bruised ego.

(+200 CP) Gross: I hope you have a strong constitution jumper. Your adventure starts in a sewer, and if you take this drawback it won't get better. You will be slimed, dropped in poo, spit on, and suffer all manner of other slimy and disgusting mishaps throughout your entire journey here!

(+200 CP) Grateful: 4G made this incremental game out of the goodness of his own heart, it's even free on steam! So you're gonna help pay his bills. Random parts of the game now have

Arbitrary Point price walls, requiring you to grind them up through their various sources to get past them if you didn't save enough to get past the barriers. Yes this stacks with Pay To Lose.

(+200 CP) GLazy: Ruh Roh Raggy, it looks like you got here too soon, the game isn't finished yet! Every time you get through part of the game too quickly you'll discover that the next feature and story segment you need is missing, and will have to entertain yourself with the stuff you already have while you wait for the next part of the game to be added in! Programming is hard okay?

(+300 CP, requires Goofy, Gross, Grateful, and GLazy) Four Gs: The developer of the game is called 4G, and to honor his name, if you took all the relevant drawbacks, you can multiply all of their effects by four! Four times as much slapstick, grossout humor, paywalls, and development delays! Oh you are truly blessed on this day!

(+300 CP) Bigger Numbers: The story bosses and adventure mode enemies typically have a certain amount of gap in stats between each one in the sequence. The distance between these is carefully calibrated to make the game take a certain amount of time and improvement to get further beyond a given point. Let's bump the size of those gaps without improving your multipliers. It won't be much, just a 3% increase, you won't even notice it right at the start... Of course, that's 3% more difference between each boss for... A lot of bosses. The further you get the more the gap between boss strength and originally intended power gain will grow (though hardcaps will be altered to make sure you can still get high enough). You're gonna be here a while.

(+300 CP) The Long Way: Remember how you can fast forward through large chunks of the story every rebirth by getting strong enough? We're taking that away. Sure the fights aren't gonna be difficult when you're so powerful they can't even scratch you, but you're still going to have to walk through every boss, every mishap, every annoyance. And you'll *still* lose at the scripted losses, no skipping plot beats.

(+400 CP) Speedrunning: Yes we're making you speedrun an idle game. You must make it to each next feature within a certain amount of time of reaching the last. If you fail, you get reset back to where you were when you reached the last milestone. These requirements will be strenuous but nowhere near impossible, though the knowledge gained from a run or two failed might be needed to do it reliably. This drawback takes others into account-but GLazy in particular means that you may end up getting a lucky run in your first few tries and having to start over anyways because it hasn't been enough time for the next feature to be added in.

(+400 CP) Hardcore: Hey don't look at me like that we're not going to make you start over from scratch as soon as you die. Just if you die more than once in a rebirth! I recommend ~~rebirthing as soon as you die~~, getting yourself killed doing stupid things. It'll be funny.

Perks

Now I hear you saying, "Hey mr piobnyo, ur so cool + hansome, but why do the perks so small". Because it's a gauntlet, scrub. Suffer for our amusement.

(100 CP) Iron Stomach: Let's be fair, it's hard to focus on lifting weights when you're losing your lunch to the stench of spending several hours in a gross sewer. You are now resistant to nausea! Not immune, and this does not remove your gag reflex or feelings of being grossed out by stuff. I'm not doing the whole job for you at just 100 CP.

(100 CP) Nerd: The thing about Numbers Go Up is that you gotta be good with numbers to predict which way they will go up. This makes you a pretty deft hand at mental math, like a mathematics major undergrad.

(100 CP) Actual Fighter: What, are you coming here without knowing how to fight already? Skill issue or something, but you can solve that issue by buying this, which gives you full combat training as if you went through military boot camp and a martial arts dojo.

(100 CP) Pay To Win: You're gonna be going through a *lot* of gold while you're here. This doubles your gold income, nice and simple. In future jumps this applies to regular money too.

(200 CP) Physical Trainer: You're going to be doing a lot of physical training here, quite possibly more than anything else. This perk stuffs your head full of physical training knowledge, tips, and tricks so that you know how to get the most out of your workouts. You'll still be in there all the time constantly working out to be better at fighting, but this will make it go faster and even the small bump will make you glad to have it.

(200 CP) Throw A Bone: Okay, you're *really* sure you're not a tough enough dude to keep your cool for this whole thing? Well I guess we can give you a willpower perk here: this one will double your personal willpower from what it is naturally.

(200 CP) Pacifist Route: Don't feel great about the usual requirement to murderize everyone you come across? Even though they pretty much all deserve it? If you buy this you will always be guaranteed to have a way to resolve conflicts peacefully and still get what you want-but you'll still need to be as powerful as you would have been for the fight for any options this perk provides.

(200 CP) Better Jokes: Do you feel like hearing the same jokes in the story over and over again is going to get really old really fast? Well first off screw you but second off you're absolutely correct and valid. This perk improves the joke quality by a bit, and ensures that they'll shuffle around a bit between rebirths so stuff doesn't get old so fast. In future jumps this makes funny but harmless stuff more likely to happen around you.

(300 CP) Truly Arbitrary: Having more of those arbitrary points to speed up the various things that arbitrary points let you speed up sure would be nice right? Well, this is a flat tripler of all AP gain. In future jumps it increases the rate you gain other 'premium currencies'. If taken with Pay

To Lose your final modifier will be x1.5 but you are probably stupid if you take both of them together after looking at their comparative prices again for a moment.

(300 CP) Lootface Legacy: One of the main features you're going to be making use of is adventure mode, with enemies that have actual drops and stuff. And it can be an enormous hassle getting all the drops you want in a reasonable timeframe, so this doubles your monster loot drop rates!

(400 CP) A Bit Loopy: Okay so. Admittedly very few people have the mental constitution to handle being stuck in an extended timeloop without going nuts. That's a fair enough concern that I won't mock you for buying this one-which grants immunity to mental degradation caused by isolation, time repetition derealization, and similar issues. You're still gonna have to figure out how to grit your teeth through the neverending stream of regular hassles though.

(400 CP) User Interface: Hey so. You know how when playing an idle game you get a neat interface telling you exactly how much of every resource you have and stuff? The character doesn't get that, and normally you don't either during this gauntlet-you'd have to generally just eyeball it based on how you feel and how your actions work out. Buy this and you get your precise UI to track stuff like exact thresholds and probabilities and stuff.

And now, off you go! Have fun! Or don't, I guess that's not really what gauntlets are for.

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(Pretend that you're going through the gauntlet during this gap. I know you're reading through to the rewards before you decide what choices to make but let me pretend there might be actual surprises)

...

And now that you're done, let's move on to see what you earned, shall we?

Rewards

This is the part that jumpers like best! Various rewards will be given to you based on how far you got, you receive all rewards you qualify for but lemme tell you it's gonna be a slog getting

through all of them. Additionally, certain milestones also upgrade all rewards earned from earlier milestones! You'll see those later in.

Oh yeah, and a lot of these refer to stat or power multipliers. These aren't multipliers on your baseline, they are *real* multipliers, they apply multiplicatively *after* all your regular perks and abilities and stuff factor in to give your main power level. And they apply multiplicatively with each other too-though whether multipliers from this gauntlet continue to operate as full multiplication with those rare other examples of true power multipliers from other jumps or stack additively with other multipliers to reduce the insanity a bit is up to you/your benefactor.

Start the Gauntlet: *The Congratulations You Deserve*: For starting the gauntlet and not even getting far enough through to reach the point where you get to keep your purchased perks, you receive... A rudely caricaturized drawing of yourself on notebook paper! It's labeled 'git gud skrub'. Better luck next time!

Defeat the tutorial mouse: *A Good Workout*: Your very own at home workout kit! Which is to say, a single cheap plastic barbell. It's fiat-backed though!

Escape the Sewers: *Adventuring License*: This is a snazzy gold plated badge with engraving on it that says you have official permission to be an adventurer. It is not fiat backed to give you that permission for real though, though it is fiat backed and as long as it's not waiting to be replaced after being broken you can always find it when you reach for it.

Defeat the Gorgon: *Augment*: A set of seven pieces of somewhat damaged gear. A pair of safety scissors, a magic jug of milk that acts as a refilling minor strengthening/fortitude potion when fixed, a small cannon that can be clipped onto clothes, a machine gun that can be mounted on your torso, a large energy blaster, a high-tech exo-suit, and a Definitely Not A Lightsaber. With a little time and resources these can be repaired to functionality, where they are strong (or at least serviceable) weapons. Unusually, they can be upgraded infinitely, though the amount of work and materials needed to upgrade them increases each time, while the power increase stays the same each time.

Defeat the T-800: *Advanced Tax Fraud*: Well since you've actually gotten through some degree of actual progress I can give you a real reward. This is a pocket sized time machine that can be used to, once per jump, give you money equal to the largest single payout of cash you got earlier in that jump. If you had CP purchased money happen at some point (such as getting lump sum money in that jumpdoc's options) that can count. You do not have to 'withdraw' all of this money from the time machine at once, it'll remain 'banked' until you finish pulling out and using it all.

Defeat all five Giant Moles: *Bleeding Out For Fun And Profit*: You can now perform blood magic, where you extract your own life force and convert it into 'blood energy'. This blood energy can be expended in a handful of different rituals, giving you potential improvements in various areas. All blood energy must be spent at the same time, though you can choose to

perform multiple rituals at once to get an even spread. Rituals currently available have the following effects: a powerful immediate healing effect (giving a temporary 'overheal' invigorating effect if you go over your normal peak health), a permanent boost to your physical abilities (with diminishing returns), and a minor permanent boost to your personal luck (also with diminishing returns). Blood energy is 'normally' extracted through bleeding yourself, but you can also do a five minute ritual to expend a large quantity of magical power converting money into blood energy-10 billion dollars is equal to your normal personal life force total, increasing if your typical personal life force amount increases. If you do not possess any personal magical power this will also give you a minor pool of magic potential, though for it to really be useful you'll have to expand it through study and practice.

Break Into the Interdimensional Party: *Update Manager*: You are now the proud owner of a computer with the proprietary Wandoos Macaroonsoft OS! It kinda sucks as a computer, but by putting in the time and energy (plus some magic for the required IT Wizardry to actually make things work) to upgrading and updating the computer, it directly boosts your own combat power! This is basically a direct multiplier (yes, *multiplier*, though a relatively small one-it'll take a fair amount of work to get it out of single digits) on your offensive and defensive power, the more time, energy, and magic you've poured into it the stronger you are as a fighter-other applications of this are just neat side effects of stuff like being harder to kill and being able to punch gooder.

Beat Up A Blue Spiky Haired Dude: *A Challenger Approaches*: You have unlocked CHALLENGE MODE. Initiating Challenge Mode puts you in a compressed time warp with a task to make it through a certain number of your previous jumps under challenge conditions (gauntlets will be skipped). You will be reduced down to gauntlet rewards, memories, and unattached supplements (including body mod and warehouse) but will regain your stuff as you reach the point in the chain where you originally got them. You will not bring companions with you until you reach the jump you acquired them, at which point they will retain those benefits as well. Upon making it to the 'victory point' of the challenge run (or chainfailing it) you will be sent back to the point you were at in your *actual* chain, gaining a permanent reward based on which challenge run you completed. You can attempt a challenge run once a year, with repeats of a challenge run you've already beaten having further and further goals (you can't start a challenge run that would go past your current place in the chain). Failing a challenge run keeps you from retrying that challenge for five jumps.
But periodically doing reruns of your chain isn't what you're here for-the goodies you get from doing it are. Every completion gives you a perk or item related to the conditions of the challenge-or upgrades one previously received from that challenge. They won't always be *powerful* per se, but it will always give you something useful you didn't have before, and usually something that's difficult to get from regular jumps. You'll have access to 9 different kinds of challenge runs, Basic and Blind are guaranteed but the other 7 will be customized to your chain and what would make interesting challenge conditions for you in particular, and more strenuous challenges will generally have better rewards.
Some sample challenges: Basic Challenge (no complications besides the ones already noted), Blind (outside context knowledge of jumps and memories of your original run through that jump are suppressed), No Items (no using items aside from the 'always kept' group), No Perks (no

using perks aside from the 'always kept' group), Mute (direct communication with language is banned), Hobo (disables warehouse and all other properties-you may not own any structure or properties in jump either), Narration (annoying and unhelpful narration plays at all times).

Kill Gordon Ramsay Bolton: *Numbers Go Up*: You're really getting into making those numbers go up, and now you have access to the titular (heh) NGUs. Essentially the NGUs are mini-perks which you can funnel you stamina, mana, ki, and any other such personal resource reserve you have into in order to level them up. Each resource type has a different set of NGUs, and every NGU applies an initially very small but increasing-with-each-level multiplier to some stat of yours: strength, speed, magic power (and yes that's a modifier after other stat boost perks)... Pretty much anything except for resource reserves themselves, though each resource only has about 10 NGUs. NGUs level up at a max rate of 50 per second, and each level needs more of the resource in question-both power gain and energy drain scale linearly so it's a good idea to keep yourself in top shape so you can keep them running at full blast all the time. If you're only running them intermittently it may take a few jumps to really start seeing your gains.

Kill the Grand Corrupted Tree: *Fruit Of Your Labors*: Just kidding, you don't have to do any of the work. This adds a smallish extension to your warehouse containing the mighty bonsai tree of Yggdrasil-but given how big the usual was that's still equivalent to most normal trees. This tree grows a variety of fruits on it-but very slowly, they ripen over the course of ten years-growing in potency at a mild exponential (x1.5 per year, about x38.4 if you let them fully grow versus picking them right at the end of the first), and once picked and eaten grant various powerful boons-improved luck of greatly boosting your physical prowess for a year, applying a short-lived but colossal surge of magical power, or whatever else have you. Best of all, these boosts scale with your personal powers-you will never become so powerful they don't help. And of course, once picked the replacement fruit immediately starts growing-though they don't preserve well, you'll want to eat a fruit within a month or two of picking it. Between the roughly 12 to 15 kinds of fruits you should have a nice spread of options for high power consumables.

Kill Jake from Accounting: *Strike It Rich*: We get it, as a jumper you are eventually going to reach a point of such unfathomable wealth that you don't know what to use it on. You now have a small booth where you can fund vast sums of monetary income to shady but oddly effective investment schemes, which turn your -illions of dubious legitimacy into active multipliers on your stats and powers. These multipliers will be pretty powerful (starting at mid single digits), and will scale upwards inverse exponentially with the amount of money you funnel in, but you can only have 4 gold diggers active at a time, and they only accept active income-no paying out of existing coffers or treasure hoards. Yet.

Kill Uug the Unmentionable. Who I probably shouldn't have mentioned, crap: *Growing The Beard*: This gives you some fancy facial hair. Whenever you're at your cap for a naturally regenerating personal resource, whether that be stamina, mana, etc, it is automatically funneled into your currently active Beards Of Power (which you do not actually have to wear on your face if you don't want, it tested poorly with focus groups). Different beards draw on different resources, and provide multipliers to one set of your various powers and abilities the more and

longer they're fueled. The bonus is reduced to 0 at the end of the jump, and you can only have one active at a time (at least for now) so it might be best to choose well right at the start of a jump. If you have a 'soft cap' where you can continue to gain resource but at a reduced rate, the ability to 'overcap' where you continue gaining resource even when capped but with some downside, or just have no cap at all, your regen will be able to still apply to your beards even while giving you more resource.

Kill Walderp's Final Form: *MacGuffin Hunt*: Having done so much hunting for random crap you can now find Macguffin Fragments scattered about in your future jumps, sorta like a scavenger hunt. You can combine fragments of the same type together to increase their power, and may select up to 3 fragments at the end of a jump to receive a permanent stacking boost to the connected skills from that point on that increases additively every time you select those fragments again (obviously increasing by more if you've powered up that macguffin more)-single digit multipliers at start if you collect and combine a few fragments of the chosen type. Macguffins cannot be lost, but despite feeling like they hold infinite cosmic power aren't otherwise much useful except as pretty knick knacks and/or paperweights. Skills affected by macguffin fragment boosts will have their caps, current level of mastery, and learning rate all multiplied, and this explicitly stacks on top of normal learning boosters/multipliers.

Kill The Beast: *Eternal Questant*: You've now received a new 'quest booth' extension for your warehouse where you take quests. When you have a quest you can pick up specific random objects from enemies in your current jump and once you bring enough of them back to the booth you will receive 'quirk points', which can be sent on 'quirks' which are... Yeah it's just another source of perk acquisition, though they're not as guaranteed to always be good like the challenge run rewards are there will be greater variety and you get to choose what to spend your QP on. The quirk list will start out fairly small but will expand slightly every jump meaning you'll probably always have something to spend your points on unless you really dig into grinding. The drop rate for quest items is flat and fairly constant, explicitly immune to luck and probability manipulation, or other methods which you could use to cheese your way into finishing quests faster than normal.

Reach Evil Mode

...Well. I'll be honest you weren't supposed to make it this far. But you've reached the first of the major milestones so a few things happen here. First off: if you reach this point you get to keep all the perks you purchased at the start and the gauntlet counts as completed for effects that rely on completed gauntlets. Second off, you'll receive another reward perk as you've come to expect, but it'll be listed down below... The rest. Third and final: all rewards you've received earlier than this are upgraded to be better. Please enjoy the following list while I nervously bite my fingernails.

The Congratulations You Deserve: For actually doing pretty well you instead (or additionally if you want the original version too for some reason) receive a very nice sketched and colored

drawing of yourself that's actually reasonably flattering. It's fiat backed to be replaced if lost, and has a note attached that says "Not bad kid, not bad."

A Good Workout: The barbell has been upgraded to professional gym quality. Oh yeah and you get an entire training room to go with it that is not only fiat backed to always be able to handle your training no matter how strong you get it, plus it causes a time compression effect that makes time actually spent training take less time outside than you spent inside-along the lines of a x50 time compression effect, stacking multiplicatively with any similar effects you have and also with the highest similar modifiers you might have on any other warehouse extensions.

Adventuring License: This gives you access to an "Adventuring Portal" extension in your warehouse, the portal itself generating areas you can go to to adventure and fight simulated enemies. Once per jump you may put an area you journeyed through in that jump into the Adventuring Portal's selection list, and it will generate enemies based on who/what you encountered there for you to fight (even including bosses/copies of unique foes, though just their combat abilities/style-they won't be real people). The portal kicks you out if you're killed/incapacitated, but all experience and similar gains there are valid, and it has gold and equipment drops based on the power/danger of the enemies there. Equipment sets are related to the theme of the area, can include 'copies' of normally unique items (though they won't always be equally as powerful and will *never* have plot-centric abilities to them), and can be leveled up just like NGU Idle's equipment can be-by combining together copies of drops to improve their stats. Completed sets also give special set bonuses which give direct improvements to your stats, though power level of equipment and set bonuses will be dependent on the power of the area replicated so it may not work out just trying to copy lots of low danger areas.

Augment: Instead of just being infinitely upgradeable weapons, they are now proper augments, acting as multipliers on your combat prowess even when not in use, though MUCH less extreme than the absurdly huge numbers in play in the original game. To balance that out though the multipliers of the weaker ones stack with the highest multiplier you have at a greatly reduced rate with only the highest being at full strength. Additionally, you can now use money banked in the Time Machine to fund your augment upgrades, instead of needing to do it with real materials.

Advanced Tax Fraud: The time machine now provides its payout as a consistent repeat money payment, once a month. Since this resets every jump, the sum total of all repeat-payout money perks/items you have are totalled together to give you your starting value for this-increasing for all other sources of income you acquire in-jump too of course. Yes, this does mean that any "once per jump/10 years" money payouts have x120 their value paid out by the time machine by default. Using this money is fiat backed to not obliterate the economy unless you want it to.

Bleeding Out For Fun And Profit: Hey that blood energy is pretty great, but wouldn't it be better if there were more ways to use it? Well now there is! Or, will be. You now have the power to develop new blood magic rituals. This will generally require expenditure or accomplishment on

the part of other scenario rewards you've unlocked/upgraded as opposed to the blood magic itself (such as the challenge runs and quirk points), but personal study can do it with extensive work. More powerful/versatile rituals will require more blood energy to have any kind of noticeable effect, and permanent effect rituals will build on the existing modifiers (as well as scaling sub-linearly) instead of repeat effects if they directly affect you or someone else, but are less prone to the roadbumps if they act indirectly (such as through upgrading an artifact or something like, say... improving your time machine's payout or NGU rates).

Update Manager: This one is pretty simple. In addition to Wandoos being more directly supported by other reward features, you can now cause it to update automatically on its own by mentally channeling your personal stamina and magic to it. Just leave it running 24/7 and reap the combat bonuses!

A Challenger Approaches: This upgrade does two things for you: first, every challenge run now has 'landmark completions'. The reward you get for completing it the first time, and for every 10th run beaten (so the 10th, the 20th the 30th, so on) will be much greater: guaranteed to not just be at least a little useful but guaranteed to be a big enough boost to directly expand and alter the ways you can use the associated benefits. Sensory boosts from a blind challenge might go from 'better eyesight' to 'entirely new senses' on the landmark runs.
More importantly though, you gain a 10th challenge run type. The Troll Challenge run has no exact conditions-just that you are going to spend the entire challenge being screwed with and jerked around. It *will* be difficult and it *will* be a pain to survive every time-but the Troll Challenge's rewards are always *at least* on par with the landmark rewards of the lesser challenges. And the landmark completions for the Troll Challenge will pretty much always slot into your existing powerkit in such a way as to massively expand your capabilities in multiple ways.

Numbers Go Up: Just a simple pair of improvements. First, NGUs' max and overall speed can be improved through other reward features such as blood magic, allowing you to pump them higher faster. Second, you now gain 2-3 extra NGUs for every resource type for every gauntlet you've completed and complete in the future.

Fruit Of Your Labors: Tend your garden regularly and it will pay dividends. Every time you pick a fruit you will also receive seeds based on its ripeness modifiers, which can be expended to upgrade the various fruit branches. Various upgrades are available, primarily in the vein of improving the power of their effects, but you can also do things like increase the max growing time of fruits or (for very exorbitant and rapidly scaling seed prices) reduce the time it takes for them to ripen through stages.

Strike It Rich: In the true spirit of the original version, you now have a way to add more gold digger slots and gold digger types-throwing exorbitant sums of money at it. You can buy more gold digger slots, starting at $1M and multiplying by 1000 every time, and can unlock new types, starting at the same cost and multiplying by 100 every time. And you can do this out of pocket

instead of from income! And speaking of income... You can now run gold diggers directly off your time machine income too! Nice and convenient.

Growing The Beard: Now, when you move on to a new jump, your beard level being reduced back to 0 is not a total loss. Instead, the "lost" levels are changed to "shavings", which are a permanent multiplier on the beard that increases every time you move on to your next jump with that beard active. The more levels you had in the active beard at the time of jump end the more shavings levels you gain. Although shavings are weaker than the main beard they are active even if their relevant beard is not, and they stack multiplicatively if the beard IS active (ie if shavings give you x2 and the main beard gives you x5, you'd be getting x10 total). Shavings are subject to mildly diminishing returns however, so it'll serve you best if you try to improve all of your beard shavings types instead of hyper focusing a single one.

MacGuffin Hunt: Previously, leveling up your macguffin fragments would be fairly random and out of your control even with your best searching perks, so now you have the ability to level them up without using found fragments! There's a handful of ways to do this, and you could probably devise more with a LOT of work, but as of now, blood magic and yggdrasil now have rituals/fruit that can be used to level up ones you choose additively, and you can sacrifices major items of importance (macguffins) from in jump to do the same, though each method you have can only be used twice per jump. Sacrificing in-jump plot items gives more levels to the chosen fragment based on their importance to the ongoing plot.

Eternal Questant: For this upgrade, fhe quests you are given will now also have an assigned area within your adventure portal warehouse extension. While you can still find the pickups out in the jump, you can also find them just by beating things up in the designated adventure area, allowing you to endlessly grind to finish your quests without having to worry about running out of foes to trample for the quest items. Don't worry about over-scaling your adventure areas though-you'll only be assigned quest items in adventure zones that are trivial for you to fight in. Additionally, the amount the quirk selection increases by each jump is much larger now to account for your greater quirk point income.

Burning Money: And as your actually new reward: you gain another warehouse extension. A giant bottomless pit! Do you have too much money? Are even the gold diggers and blood magic insufficient for burning through your fat stacks of jumper cash? You can just throw it away! Once per year you can dump a huge pile of money into the money pit, and depending on how much you throw in you'll get a neat bonus out of it. At the minimum value of $1000 you don't get much, maybe some small samples of a rare material or a few days of improved stamina gain. Drop in trillions? And it might do stuff like significant upgrades to pieces of great or permanently boosting your durability. At the very cap (The highest tier of rewards are set at one decillion in a dump, a one followed by 33 zeroes)? Well you might be receiving direct upgrades to perks or year long ubermode buffs. Or you might get nothing every once in a while. Bottomless money pits are rude like that.

Defeat the Greasy Nerd: *Break the Matrix*: Here, I'm gonna give you two things. First, you now have a 'mental resilience' personal resource. This is kinda like a psi-bar or similar, or maybe 'mental health': basically you can use it as a buffer against mentally deleterious effects before you start going crazy. More importantly, it now lets you use powerful computers (or, computer singular but you can use whatever one is handy) to directly hack reality by expending that mental resilience. You can only focus on one 'hack' at a time, but when completed they make major beneficial alterations to other perks and powers you have such as loosening usage limitations, reducing the effects of softcaps, or tampering with interactions to make them more beneficial. It won't ever directly give you anything *new*, you're hacking what's already there not modding in new stuff, but it'll sure give what you've already got some extra kick. You also have access to generalized 'world hacks' which let you directly alter circumstances or features of the jump you're in-though they aren't retroactive and will be more resource intensive and time consuming to enact the more 'busted' or wide reaching the desired effect is. Once you run out of not world-hacks to complete a new unlock hack to receive new ones you can work on will become available, and despite what this feature is based on your personal hacking skills, powers, and perks do not improve the rate or power of this reward feature.

Defeat the Fairy Godmother: *Wish Upon A Star*: You now have access to Wishes. Wishes use up energy, mana, and your mental resilience resource all at the same time to apply what is basically something sorta between quirks and hacks but much more powerful due to being a lot slower. Wishes are a lot slower to complete by the way, and experience diminishing returns from putting more of your resources into doing them faster as opposed to focusing other stuff. Wishes will generally have bigger effects than the other two, but it will still almost always be related to things you already have access to in some way-you might gain a new form or ability but it will be related to something you already have in a way to compliment it. Wishes can also be targeted at powerful instant effects, perhaps equivalent to dnd wish spells at start but getting stronger as you funnel more time into it before setting it off. Just like with Hacks you only have one slot to pump a Wish with at a time.

Defeat The Exile: *Magic The Gambling*: You are now the owner of a sick set of trading cards, plus six jars of colored hopefully-not-mayonnaise that act as your casting resource. Once per week you may draw a card from your deck, and once every two days you may generate one unit of ~~mayonnaise~~ Card Resource™ of a random color. You can hold up to 20 cards at a time, and by expending Card Resource™ you may play them for a variety of effects ranging from summoning monsters that scale off your own strength to casting massive spells normally above your standard capacity to permanently upgrading your items, followers, and properties. Card power increases both with Card Resource™ cost and with Rarity-though your card draws are currently immune to all forms of luck manipulation or similar. If you end up with too many cards in your hand you can discard them instead of playing them, gaining one random Card Resource™ whenever you do. It is highly recommended not to eat Card Resource™, it's got too much preservatives in it to taste of much.

Reach Sadistic Mode

Oh god why have you made it this far. Jumpchan's gonna stuff me in the cosmic gym locker again at this rate. Listen, you know how it's been getting longer and longer between rewards? You got all that cool stuff on your way to Evil and then had to do just as much game progress but even slower just to get three more hopefully disappointing rewards? Yeah, that's about to spike. Yeah sure you've just earned your next batch of upgrades to your already interlocking pile of mutually reinforcing scaling reward features, but from here? You're going to have to go through the worst third of the gauntlet basically for nothing. Do us both a favor and quit now. Please?

As last time, your upgrades are listed below with a brand new reward feature at the bottom of the upgrade list.

The Congratulations You Deserve: The drawing has been upgraded to a gorgeous full size oil painting of yourself at your best. This comes with a variety of certificates of the various impressive things you've accomplished throughout your lives, and if you reach behind the painting for one you are guaranteed to pull out one that will impress whoever you're planning to present it to.

A Good Workout: This upgrade expands the facility to give you options for training beyond just physical prowess related stuff (such as mental exercises or combat training), and enables you to do the training remotely without actually being there by just "channeling" the relevant energy and power you would be expending if you were actually training. You'll feel just as exhausted as if you're doing all that work there, but you don't actually have to be physically doing it.

Adventuring License: The adventure portal receives a threefold boost. 1: You can now add up to 3 new areas per jump. 2: Areas will now sometimes (about one in every 4 areas) include 'consumables' which will give you nifty one-time permanent boosts when first consumed *on top* of being their own self-contained sets with set bonuses. 3: When adding a new area you can choose to have its power be altered anywhere from "even a near-vegetative cripple could handle it" up to "an order of magnitude above the current most 'powerful' adventure zone" with the power of equipment, set bonuses, and miscellaneous rewards altered to match (meaning that even if you don't go to more dangerous jumps you can still guarantee that you have new and more powerful adventure zones to go through).

Augment: Your augments now have "upgrades" associated with each of them. These upgrades take much less time to fill out and act as an extra full multiplier on the existing one the augment already gives (and one that scales upwards with the invested time too!) though still toned down from the original game's position to keep you from cracking planets open with a pair of scissors. That being said, it comes with the tradeoff of being much more expensive, and increasing in cost far faster (exponentially instead of linearly, in fact) so be sure to make use of the extra time machine upgrades. Finally, augments and their upgrades can be set to level up automatically, without your input, upgrading as fast as they would if you were investing all your effort into it personally with the only expenditure being the monetary/resource cost.

Advanced Tax Fraud: Your time machine can now be properly upgraded using time and energy/magic/whatever. Using your personal energy/stamina will decrease the "time to payout" so that it happens more often. Each other resource (magic is the default, but mental resilience has its own bar, ki would allow you to use that as its own bar...) applies a multiplier and *yes* these multipliers stack (but *no* the time machine does not trigger off its own payouts you rabid cheeselords, isn't this bad enough already?). Unlike the payout counter, these upgrades are not removed between jumps, feel free to keep pumping it upwards to infinity across your chain. And also for good measure, you have one extra multiplier equal to your number of completed jumps.

Bleeding Out For Fun And Profit: Blood Energy is cool, but you currently have a pretty hard limit of yourself and your own life force. This provides you two alternatives. First: you can take other people's life force/blood to fuel your own blood energy. This is yucky and also very rude, but will work in an emergency or if you have enough things to kill. And also will happen automatically with anyone you kill without actually removing the life force the blood energy was drained from, so you can use your rituals *and* make use of whatever life drain perk you have at the same time. Psycho. Alternatively... blood energy acquisition through money and magic can now be automated, allowing you to turn money from your time machine straight into blood energy by expending the equivalent amount of magic, even if the amount of magic and money you're spending for this is far over your previous cap of one jumper equivalent per five minutes.

Update Manager: This darn computer doesn't update fast enough! Well, now you can apply other personal resources like mental resilience to it to make it update *even faster* (as multiple stacking multipliers, of course), and rack up ever higher combat power multipliers! And for the true IT nerds, you can now also install Wandoos on multiple computers, and all of them will contribute to the download rate as if their combined processing power was yet another resource multiplier.

A Challenger Approaches: Oh baby (another) triple! First off you don't lose chain rewards when going back to the beginning of a challenge, you keep all your stuff when you go back to the beginning. Second, the 5 jump lock on failing a challenge is removed, now you can try again on the same challenge as soon as you hit the 1 jump recharge time. Finally, every time you complete a challenge it gives you bonus CP that can be spent on any jump you've beaten in the past, regular completions will give you 100, milestone and troll completions will give you 300, and milestone troll completions will give you 1000.

Numbers Go Up: This does one very simple thing: the number of NGUs each resource has and gains is increased to roughly 150% what it would be otherwise, and all of these new NGUs directly plug into other scaling features you've received here: time machine payout rate, augment upgrade speed, blood energy gain, stuff like that. The rate of multiplier gain is still relatively slow (though, 'relatively' is going to be the operant word here if you're making use of all the features) but this means that pumping your NGUs will cause cascading power increases across the intertwined network of reward features.

Fruit Of Your Labors: Two boosts to your tree: 1. Seeds can now be used to add new fruit onto Yggdrasil, though you won't know what the new fruits do until you buy them. 2: Seeds can be cracked open to give a truly enormous infusion of life force (which can be converted into blood energy if needed) and can be used for all things such condensed capsules of life energy might be appropriate for.

Strike It Rich: Gold Diggers can now be upgraded for appropriately inappropriate sums of money. Every upgrade slightly improves the power of all diggers and very slightly reduces the efficiency loss of funneling more money to the upgraded gold digger-though no matter how exorbitantly rich you get the multiplier increase will always scale slower than the cashflow increase.

Growing the Beard: You are no longer limited to just one active beard at once, gaining the ability to unlock new 'beard slots' through other features like the challenge runs. Multiple beards of the same kind being active at once have to share a resource pool (two stamina beards at once will halve their growth rate for instance). If you ever manage to have a number of beard slots equal to your beard options the number of available beards will double granting many new options for facial hair growth and associated benefits.

MacGuffin Hunt: Decisionmaking is for chumps, all macguffin fragments that you wish to activate on jump completion will do so instead of the previous limit of 3.

Eternal Questant: You now have the option to, instead of going out and grinding up all the items yourself, set the quests to idly complete themselves, somehow gathering up the items from your adventure extension without your actual input. This is significantly slower than if you were to do it yourself, but allows you to have it running at all times and continually rack up quirk points even while busy with more important things. While this will always be slower than if you were doing it yourself, it's a flat modifier on what your personal collection speed would be, so improving your personal collection rate through any means such as improving enemy spawn rate will also improve your idle questing rate.

Burning Money: The rewards level cap on the money pit has been removed, so you can always get better stuff by throwing in more cash. Every 30 levels up the number of orders of magnitude needed to increase a level of payout increases by 1. (So after the original cap you need to multiply by 100 to reach the next level, and then at 93 zeroes it'll take x1000 for each payout level increase, and so on). The payouts will continue to get better and more extravagant the higher you go, no matter how high you go.

Break The Matrix: You can now unlock more hack slots through particularly massive expenditure of resources-you'll need lots of mental resilience, money, a new computer, and major improvements to every previous hacking computer each time you want a new hacking slot. Dedicating more hack slots to one hack gives sharply diminishing returns so it's better to put each slot on different hacks unless you really really need a specific one finished as quickly as possible, but with this you can still get a lot more done in general.

Wish Upon A Star: You can now speed up wishes further by applying more resources in. Chi, chakra, bloodflow, monetary value, the sky is the limit. Anything you can use to launch abilities in some way can be added on, each one additively increasing speed based on the first three, but then getting diminishing returns with more of the same power like the original three as well. Stack enough inflow and you might be able to get some pretty powerful wishes going in actually reasonable amounts of time!

Magic The Gambling: Your hand size is now expanded to infinite. Also, discarding a card now gives you minor benefits in addition to the free resource gen, varying depending on the card in question. It might be small upgrades to other cards in your hand, it might be extra gen of specific color Card Resource™, or very occasionally even a lesser version of what they would've done when played normally. Another layer of strategy, and of benefits.

Sellout: A premium currency for real life! Or, for your jumper's real life anyways (if the person reading this is the jumper in question please ignore the previous sentence unless you have 4th wall breaking perks). Your new premium currency: Arbitrary Points, can be racked up by doing random things within jumps. Fighting enemies, beating bosses, completing quests and plotlines, all the kinds of things that are interesting to watch jumpers do. Individually they're not very much, but they'll add up across the chain and they can be spent in large sums to gain major boosts such as massively empowering existing sets of perks (not one perk, entire categories) or slightly altering the rules of the chain itself in your favor (*slightly*, think stuff like optional jump extensions or guarantees for better starting locations, not 'more CP in jumps' or 'remove chain drawbacks'). You can also spend spare CP from jumps to get infusions of AP, but generally you're looking at several hundred CP to get enough AP for even smaller purchases from the sellout shop.

Defeat IT HUNGERS: *Heaven's Kitchen*: Become the ultimate chef, you can now, whenever you prepare a meal, choose to imbue it with immensely beneficial supernatural properties. If you take the time to perfect a recipe not only will it taste unbelievably divine but it will also give massive permanent stat and power improvements to whoever eats it-including yourself. This doesn't strictly benefit from existing cooking perks or the like, but better and more exotic foods will have more pronounced effects, though even something as simple as toast can have noticeable effects even on you if prepared perfectly and will still be immensely beneficial to normal people even if it's a half hearted effort. You can only enact this transformation on food you make three times a day so use it wisely. Or don't, there's always lunch.

Reach and complete The End

Well, crap. Hi. You weren't supposed to make it here. When jumpchan threw you at me for this thing I was expecting a normal jumper but you're pretty clearly just built different. I can offer you nothing more than the following assortment of unbelievably busted upgrades to your previous

rewards, and the ultimate reward at the bottom of the list. Now please leave my office and let me sob while Jumpchan menaces me through the window.

The Congratulations You Deserve: You now also have an utter masterpiece monument to your splendor, a massive statue of yourself lovingly and spectacularly rendered in precious materials. And you can put more of it wherever you want that there's space. New variations can be designed by you whenever you want, and you can even incorporate abilities, technologies, or similar that you have into these monuments to give them extra effects.

A Good Workout: Your workout facility is expanded to be able to handle any and all training that you might want to do there, or allow others to do there, whether that be magic training, team building exercises, or learning how to craft an entire universe (if you have enough power or grounding to start learning at least). Finally, as you put time into using this facility for training (even using the distant training option from concept 2) the amount of effort/energy/power you will need to put into that kind of training will decrease. It will take a while, and the rate of decrease will slow as it goes lower and lower (asymptotic to 0), plus it won't increase the maximum speed at which you can train/improve (the max rate will be determined by how much the training would take before this reduction), but once it gets going for a long enough time you will eventually be able to constantly train all of your skills/abilities nonstop at the same time using a fraction of your power so small you literally won't even notice it.

Adventuring License: Two more bonuses for your adventuring portal. 1: Any adventure zone that you are strong enough that you could theoretically just fight your way through it indefinitely with no real chance of losing can be set to 'auto-grind', automatically getting you the drops from it as appropriate (though you can filter out equipment you've maxed out if you so desire) without even having to go through the door. 2: Once every five jumps a new 'titan' is added to the lineup of 'adventure zones'. They won't always be directly relevant to the current jump, but they will always be powerful enough to be a very, very powerful and dangerous (though barely beatable) fight to someone just past being able to auto-grind a selected adventure zone that is ranked more dangerous than the previously added titan (if there are no such adventure zones, titans will be 'banked' until such an adventure zone exists). Titans can only be fought once a month, but titans that have been defeated handily enough for it to not be considered a serious challenge anymore can be set to be "auto-defeated" and give you all their drops as soon as they become available to fight again instead of having to do it yourself. FINALLY, every time you beat a titan for the first time, you will unlock a new perk on par with the existing Scenario rewards themed after either the titan or the jump you received the titan in. It starts out at pre-Evil level, but through regular usage over the course of a few jumps the perk/item will be improved to the point of being equivalent to the various "completed the gauntlet" rewards.

Augment: These augments are already pretty stronk, but eventually they're going to fall behind... there's only so much you can do with the premade list, yeah? This improvement makes it so that with proper work (and this takes personal effort! Not automated by the Sadistic upgrade!) you can develop new augments, and even better you can develop new upgrades for the existing augments! Each successive augment is more over the top, and both more expensive/time

consuming to level up but also far more powerful in terms of its base multiplier, to say nothing of what it will become with its upgrades factored in. Each successive tier of augment upgrade increases its multiplier faster, but increases in cost faster as well.

Advanced Tax Fraud: Let's be honest, the Sadistic level upgrade is already going to give you more money than you are ever going to need at any point, so to make it even more busted you get two things: the "one time payout" is being expanded so that you can treat all income in a given accounting period (say a financial quarter, or perhaps... the full jump you're in so far) as your 'one time payout', including what would previously have been your one-time payout in that timeframe if it was there. This is important because the other part is that the time machine can now be upgraded to *also* duplicate non-money resources, whether that be wood, precious gemstones, stolen souls (generic-ified, no spontaneously generating new people with this), or essence of the fabric of reality. More valuable materials will be harder to incorporate into the time machine, as well as to upgrade (though the jump count multiplier is consistent across incomes). They are based on their own payouts though, not the money payouts. I'm 100% certain this will in no way slow you down to any significant degree.

Bleeding Out For Fun And Profit: Sharing is caring, yeah? So you can now share your blood magic. First off: Rituals can now be cast on other people, and the diminishing returns for permanent upgrade rituals are separate for every person having rituals cast on them. Second of all, so that you actually CAN share, you no longer have to spend all your blood energy at once, you get to choose how much goes into what when. Finally: anyone you draw blood energy from gets their 'maximum life force' added to your personal life force total for the purpose of extracting blood energy. This doesn't mean they'll get drained too if you do it on yourself, but you'll get extra blood energy every time you drain yourself (or exchange money for blood energy) as if you had. You can't add the same person to this pool more than once (though directly drawing from them again will increase the amount if they somehow got higher max life force) but this connection is *not* severed across jumps or other unintentional/unrelated things like, say, dying, allowing you to increase it over and over again indefinitely, and drawing even the most miniscule amount of life force for blood energy counts. Yes there is lots of room for cheese here, yes I am fully expecting you to take advantage of it.

Update Manager: Is Wandoos only giving you straight 'combat power' increases starting to grate on you? Well, the newest Wandoos system expands to also boost every skill you possess *and* your learning speed multiplier by the same amount it boosts your combat power!

A Challenger Approaches: Is the challenge list feeling kinda restrictive to you? I'm just gonna dump a huge pile of benefits on you then. First, every time you a complete a gauntlet (including this one and all gauntlets completed in the past) you gain a new kind of challenge run to perform. Next, the cooldown time on challenge runs has been removed-as long as you've got a challenge run that's not currently maxed out, you can spin one up. Since most challenges will nullify a lot of your acquired perks and powers, you can choose to alter old jumpdoc choices for the duration of a run to better optimize your survival chances! And finally, if you have a challenge run to really sweetly, to the point that you wish that was what happened in your real

chain... You can make it so, retroactively swapping it so that the run of your choice was your real chain (with a temporary chain drawback if appropriate) while your original run was a challenge simulacrum. Gee whiz that's a lot of neat effects.

Numbers Go Up: Multi-level NGUs. Every time you reach level 1,000 on one of your NGUs you will unlock a new 'tier' of NGUs for that resource. Higher NGU tiers have a higher base cost-one thousand times higher in fact, starting at the same cost as the level of NGU that unlocked them and therefore also scaling faster-but not only do they stack another multiplier on top of the previous tier's but every time you level up a higher tier NGU the tier below it will level up too! This is recursive, reach level 1,000 in your tier 2 NGUs and you'll unlock tier 3. Reach level 1,000 in your tier 3 NGUs and you'll unlock tier 4. And so on.

Fruit Of Your Labors: Yggdrasil now benefits from all perks, powers, and items that could be used to boost crop and plant growing in general, a skill which you may observe can be boosted by other features. Likewise, Yggdrasil can be tinkered with (genetic, technological, magical modification, etc.) though if you manage to destroy it or otherwise render it useless it won't respawn until the start of your next jump. That said, this is a direct pipeline to turn your green thumb into incredible gains.

Strike It Rich: These gold diggers contain some real diamonds in the rough. Every certain number of upgrades, gold diggers gain special secondary effects to the thing they're boosting while active-on top of the usual multiplier improvements. Exactly how many upgrades to these secondary boons various based on how powerful or revolutionary these secondary effects are, but you can bet you'll get your money's worth.

Growing The Beard: Your active beard levels are no longer completely wiped upon moving to a new jump, but you still get Shavings as if they were. This allows you to continually stack levels of both the active beards and their shavings over time more and more. *And* you can switch between beards without losing their levels now too! How convenient!

Macguffin Hunt: The macguffins' infinite cosmic power can now be accessed. This allows you to tamper with them directly to try and upgrade them that way, or funnel the phenomenal cosmic power into doing things more directly. Be careful with this, being reckless might break them and they won't be restored until the next jump (which means you won't get the bonus to the increasing modifier for the jump you broke them in), but as shards of infinite cosmic potential showing the proper care in your tampering with things that man was never meant to know will generally be enough prevent them from being broken so that you can pump their power levels in ways more under your direct control.

Eternal Questant: We've been giving you a lot of options to smash these rewards' balance to pieces by applying your other abilities to them, haven't we? Here's another one. The quirk point rewards are no longer just handed out nebulously by this reward itself, there's now an actual quest NPC of sorts, who you can haggle with using your own charisma and convincing prowess to reward you with more quirk points upon completing your quests (though the higher you

haggle the harder it gets, you won't ever reach the point where you just up and convince them to hand over points for free/in infinite amounts). Similarly, the restriction on luck quirks and similar speeding up your quests has been removed, and more than that such improvements will also apply to your idle questing. And to facilitate you probably using this to ruin everything, every time you run out of quirks to buy the shop immediately restocks with 5 jumps worth of quirks.

Burning Money: The recharge limit on the money pit is reduced down to one minute and rewards are now subject to luck and fate manipulation. Go nuts.

Break The Matrix: Now instead of just being "mental resilience" ask its own, your mental resilience and therefore hack speed is now also boosted by the combined power of two separate related skills. Specifically your intelligence and your willpower, which are much, *much* easier to balloon to unreasonable levels with other perks.

Wish Upon A Star: You can now give yourself extra wish slots by expending other wish granting items and perks. This will not actually use wishes from the occupied items and perks, but you can't use/grant a wish with them until the jump after you stopped using it with this feature. The number of wishes you have to choose from will always be at least four times the number of currently active wish slots, and stacking wish slots increases wish completion time multiplicatively, not just linearly.

Magic The Gambling: Blue eyes five headed upgrade! First, once a month you can select a base card effect to force-draw instead of waiting and hoping you'll draw it naturally based on your existing perks, though the exact power level and playing cost will be auto balanced by this perk to keep it roughly in line with normal. Second of all, luck perks can now affect your card draws to improve rarity and make sure you get the ones you want even outside that-and your draw rate can be improved with anything that boosts your summoning and leadership capabilities. Finally, you can now increase your Card Resource gain by constructing massive generators using a mix of card casting and real materials and power. This can be further supplemented with a new blood magic ritual that increases the power of your cards in exchange for increasing their Power cost.

Sellout: You now have unlockable achievements. Some of them set down by your benefactor, some of them related to major chain milestones, and some of them actually just stuff you'd get on your own (like leveling up energy pools enough or defeating enough enemies over your chain) One that's certain is that there is an achievement for every 5 jumps you've jumped. All achievements you already have passed or qualify for by the time you receive this will already be "filled in" and each one grants a small percentage modifier to the amount of AP you get when you gain AP, each achievement increasing the overall modifier additively by somewhere between 1% and 0.1%. don't worry, this will add up really fast too, especially if you're already far into your chain. And with multiplied AP gains, more and better purchases will open up to you in the AP shop.

Heaven's Kitchen: I said earlier that all your cooking perks and similar didn't directly contribute to the power of your food. That's no longer true, anything you've got that would improve your cooking prowess and the results of your dishes-skill, direct quality perks, exotic ingredients, and on and on-will also improve the final power of your dishes. And for good measure the 'three meals a day' limit is removed, go ahead and gorge yourself on stat boosts.

NGU UNLIMITED: It's been a wild ride, hasn't it? You've got all these incredibly overpowered abilities and honestly you probably earned it. Barring some serious cheating this gauntlet was probably the biggest pain in the butt you will go through at any point in your chain. But... There's still stronger, still higher. If you ever go to a jump with literally infinite opponents it doesn't matter how ridiculously you scale with the perks here, they'll still be utterly useless against infinity. So here's the solution: with NGU UNLIMITED all the perks you have here, and all perks you've acquired now, before, and after, can be upgraded and evolved. If you work on them, tinker with them, learn their ins and outs, every single one can be improved, advancing much the same way the rewards here did with each major milestone. Pass enough milestones and they can rise to any challenge. Becoming literally infinite and more might take some work, but you can get everything there now. Never let your numbers stop going up.

Moving On

You've made it to the end. Maybe you did okay, maybe you got the slice of humble pie you were ordered, but whenever way things went for you it's time for you to choose what to do next.

Go Home: Had enough for real? Guess I did my job a little too well. You'll go on back to your world of origin with all your stuff, as usual.

Stay Here: Whoa hang on there champ. You're not still hyperdrunk on Gargleblasters are you? This place sucks! I mean I won't stop you if you really just want to live here of all places but. *Really*?

Move On: Ah the life of a jumper. Maybe you've learned an important lesson here, or maybe you haven't, but you're taking your winnings (whatever they are) and leaving, as most do. Fare thee well. Unless you beat the whole gauntlet in which case I hope Jumpchan gives you a permanent stubbed toe as a chain drawback >:(

Notes:

v1: jumpdoc made. Will this number go up too? Who knows

This is functionally a joke jump. It exists solely to act as a vessel for me to bring several ideas I thought were funny into reality. It was not designed or balanced with actual chain usage in mind except in the sense that it's fully jumpable. Use at your own peril.

Many upgrades here directly plug into each other to allow cyclical upgrading. As a general rule of thumb no upgrade directly improves the rate at which itself can be upgraded (something that spends stamina to be improved will not directly upgrade stamina regen for instance, but might directly upgrade something else that does improve stamina regen). Additionally, 3 step cycles will typically not be strong enough to continue indefinitely just with those two alone-the best way to leverage these features is always to make sure you're using all of them.

Just for those who don't know NGU Idle, the amount of game progress between each of the primary milestones (from start to evil, from evil to sadistic, from sadistic to full victory) is roughly the same if moving at maximum rate, but gets more difficult as time goes on. In short, the amount of work and time increases between each reward, a major spike in distance between rewards occurs once you reach Evil Mode and another even bigger one after defeating IT HUNGERS (you'll basically go the entire last and most onerous quarter of the gauntlet between that reward and the ultimate victory).

Things like "unlimited stamina" or "unlimited mana" or "unlimited money" *do not* instantly pump the abilities here to infinity. Instead, for every infinite X perk or similar you have, apply an exponent to what your non-infinite value is (as far as plugging into these features goes anyways, it certainly won't stop your infinite mana from letting you cast magic all day every day in non-incrementalizing contexts). If you've got one infinite stamina perk, combine all other stamina gain sources then square that value. If you've got three infinite money items, collect all other monetary gain sources you've got and then multiply that value by itself three more times. If you figure out some other exploit that will allow you to infinitize everything anyways, this caveat will not block that. This limitation is just in place because things like infinite stamina perks are not at all hard to come by and without this safeguard the reward features here would turn any single Infinite X perk into Infinite Everything with no effort needed.

A small asterisk on NGU Unlimited. It does not work on itself or on capstone booster type effects. Boosted capstones are still valid targets, as are any effects on capstone boosters besides the capstone boosting itself, but you will *not* be doubling up on capstone boosts using NGU Unlimited since that would basically be bypassing the point of the perk.

You may observe that a lot of the rewards here are unusually vague about their exact power levels and implementation-this is intentional. This is a joke jump I'm not going to spend days (if not weeks) trying to figure out how to fit all these absurd towards scaling perks in a coherent mix that doesn't also just completely leave some jumpers unable to use them. Tailor them to your chain.

..

...

What?

Jumpdoc's over kid, go home.

...

Yeah, there's 3000 CP of drawbacks and only 2600 CP of buyable perks, what of it?

...

You aren't seriously considering *taking* all of those drawbacks, are you?

...oh god you really are that stupid aren't you.

Well. If you're that eager to make my job easier... I *do* actually have a little incentive on hand for this bad idea of yours.

NGU Idle Gauntlet: Troll Challenge Edition (-3000 CP)
In exchange for taking every drawback and none of the perks to alleviate the pain, you receive... Nothing. At least, not at first. You are doing this gauntlet with the irritation and difficulty turned up as high as it will go, and if this makes it so unbearable you can't handle it. Well. Ell Em Ay Oh, Rest In Piss, and Good Skill Issue To You Sir. *But* if under these particularly arduous conditions you can make it to the various major milestones you will be eligible for a few extra rewards, one at each major milestone.

Reach Evil Mode in Troll Edition: *Most Determined Jackdonkey Award*: You don't go down. Ever. To anything. You'll keep fighting and fighting and fighting forever until the end of time simply because giving up would mean letting the other guy win and you hate their face too much for that. This has three effects (lot of that in this doc huh?).
First of all, if you have a resurrection ability used on you within a week of being killed, it will refill any oneups used to prevent that death from sticking, and if you run out of oneups then getting rezzed before the jump ends causes it to not be a chain fail.
Second of all, you can now stockpile oneups. Every oneup that you have unused at the end of a jump is saved for later jumps, building up endlessly until you have more oneups than anyone but jumpchan could hope to burn through.
Third and finally: the recharge time on your one ups has been divided by 10. This means once a year for every one that doesn't have it's own specific time, and yes this stacks with number 2 to mean every oneup will give you 10 more lives in any jump you don't die in, and stacks with 1 to make it so that if you *somehow* run out you'll just revive in another year when your oneups refill unless you ran out in the final year of your jump. And just in case you have no oneups just yet, you receive a basic 'revive at full health where you were killed' oneup which is then subject to all the modifiers here.
If you die after all this you're an F- tier giga chump.

Reach Sadistic Mode in Troll Edition: *Inflationary Epoch*: You ever thought that your perks didn't stack enough? That getting a +10 STR sword is lame when you already have 10,000? Well this will help with that. All of your perks and items that would benefit from it are now multiplicative boosters instead of additive. That means that if you have one perk making you 50% stronger than normal and another that makes you x10 stronger than usual, even if both phrase it as being able to lift X more pounds you can now lift x15 as much stuff. If you're wearing a helmet that would double the cranial damage capacity of pre-jumpchain you, it'll still make your head twice as hard to hurt when you're the hypergod of ultradeath. And this goes for everything that could be interpreted this way. Willpower, magic, elemental bending, speed, intelligence, technological advancement, whatever you name, it's multiplicative now baby!

Reach and complete The End in Troll Edition: *True Endless Infinity*: Welp, if you reached this Jumpchan is going to kill me so hard I don't come back so I guess it's not my problem anymore.

So kid, you know capstone boosters? That thing you can sometimes get that makes the most busted perks in the doc even more hilariously busted?
This is that.
For everything you have.
EVERYTHING.
Every purchase, every perk, every scenario reward, every item, every follower, companion, or origin. Even the drawbacks if you want but I'm not sure that'll end well for you.
What the hell does a capstone boosted companion even look like you say? What happens when you capstone boost a capstone boost? Will capstone boosting your entry location benefit just you or everyone there? I don't know the answers to these questions, and Jumpchan's already sharpening her concept guillotine so I also don't care. Enjoy snapping all of existence over your knee.
And before I'm executed for gross miscalculation of willpower, yes, True Endless Infinity and NGU Unlimited *do* work on each other as an exception to NGU Unlimited's usual restriction on benefitting capstone boosters.