Cookie Clicker



LORE

CP: You receive 1000 Cookie Points to use at your leisure. These are a premium in this world, so you best use them wisely.

Identities/Backgrounds & Age/Gender: It doesn't matter who you are, what you are, or how old you are, everyone and everything has the right to enjoy cookies! Pick any age you like and any gender you like. Grandma won't care either way; she'll love you just the same. Do bear in mind however that choosing to be of advanced age doesn't offer any special benefit beyond seniority, simple life experience, and memories if so desired… Yes I am aware you probably have some 'amazing' exploit involving being positively ancient or some other shenanigans, but there's already going to be enough as is… Don't yell, my grandma's trying to sleep and she's had a long week.

Perks: You may discount any two perks per price tier (100, 200, 400, 600). You may choose to spend a higher tier discount on a lower tier perk. Discounted 100CP perks are free.

ANON, YOU ARE A COOKIE (Free): If you wanna have some fun you can turn yourself into a man-sized anthropomorphic cookie. You can create a cookie version of any alt-form you have or acquire in the future, and this can be anywhere from literally made of cookies to simply cookie-themed. The only benefit is that you are technically more edible, tasty and good-smelling (these scale very slightly with your overall charisma, how good you look, and your physical health), though that could change… if you are willing…


OM NOM NOM! (100CP): Makes you immune to the effects of eating too many cookies, and only cookies, from cavities to weight gain to exploding from eating 300 times your weight in cookies. You can eat cookies about as fast you can shove them down your gullet. It may not stop you from being a messy eater, but at least your body is super good at metabolizing and utilizing the cookies you eat to sustain yourself. Guess this could be considered a strange ascetic lifestyle choice…maybe? Oh, but it would be a shame to have all these cookies and no milk to drink it down with. So for an extra 50CP, you receive the same benefits when it comes to the consumption of any kind of milk, and we'll even purge any lactose intolerance you may or will have.

BAKE MORE (100CP): One man. One Cookie. The path from rags to riches. And all of it starts with one click. One of many, many clicks. And there's the moment where one needs to click, click faster than they have ever clicked before. No distractions, only clicking. The Cookie. And now you can achieve peak clicking capacity. By focusing really, really hard on an individual task you can accelerate your activity to incredible heights and push the limits of what could be achieved in a given frame of time. The more you focus, the more specific the task, the further you can push this to truly ludicrous rates. You could easily increase the speed by at least an order of magnitude, or even twice that by going complete tunnel vision. Though this will nearly as quickly drain your stamina and mental energy, even if it technically isn't a physically strenuous activity, so try not to burn yourself out (even literally) on the road to greatness. Cost of pushing yourself grows exponentially the harder you go at it.

OBSESSION (100CP): Do you ever find that there are subjects that no matter how much you wish or need it becomes very difficult to focus on them, and yet there are just these odd things that grab your attention and cause you to devote hours, days, or even weeks of time just to entertain yourself? Well if you didn't before, then you do now… Don't worry this isn't nearly as bad as it sounds, I promise. You can channel this focus towards the pursuit of all things cookies from baking, serving, eating, or even researching recipes and techniques for baking even more! So long as you devote yourself to your topic of obsession your willpower, patience, and enthusiasm for the activity will never falter from the passage of time. So go and be happy to indulge in your endless pursuit of cookies to your heart's content... but if for some inexplicable reason the idea of sinking countless hours of into simply making as many cookies as possible just doesn't do it for you, then I *guess* you could choose another topic to delve into, but it has to be something you actively enjoy for it to work. And you can only have one obsession at a time, so really think about what matters to you.

CLICK THE COOKIE TO BEGIN (100CP): You have a dream, and that dream is cookies… maybe, probably. Whatever it is it's something you want to learn how to make it a reality, but chances are you may actually be one of the worst to even attempt it. A would-be baker who doesn't know how to follow a recipe or even which end of a spoon to use. Then again, baking cookies had to start from somewhere much like everything else. Even if you don't have the slightest talent or sense for what you are doing you are able to at least *start* down the road to being half decent (or even really, really good) once you work your way past the substantial errors and mishaps you'll no doubt face. You now have potential for anything one can learn to do, or learn to be good at, instead of having no potential to speak of. Doesn't matter if you don't have help from a book or a teacher to guide you, as you can start completely from scratch so long as you have even a loosely coherent idea of what you're going for. You might not know what a cookie is, or how this mysterious thing called "baking" figures into it, but you are certain that in time you'll put it all together in the end.

TO BOLDLY BAKE (100/200CP): Gives you basic knowledge and skills for baking cookies, pastries, and confectionery foods. At the very least, you won't burn your house because you don't know how to use an oven (or any other equipment involved). In fact, baking accidents in general just tend to happen less when you are around. When accidents do happen they aren't nearly as bad as they could've been and you take what you learn from it to heart. An additional purchase of 100CP can elevate this to a lifetime as a dedicated baker with all the experiences and tricks of the trade one would expect to develop over the years. Also you are *really* handy with any cooking utensil when it comes to fending off problems, both in and out of the kitchen. Not supernaturally so, but it would certainly compete with more professional forms of weapon-based martial arts (ever see a whisk get adapted to Krav Maga? It should *not* be nearly as effective as it is, but you could make it work).

FABRICATION (200+CP): Sometimes you wanna bake some cookies, so you make them, eat a few, share a few, and before you know it they are all gone. Don't you just find yourself right then and there asking yourself "man those were so good I wish there were more left over", or perhaps "I loved those cookies so much that I'm gonna whip up another batch"? Well with this perk you could go either way by choosing one of two benefits:

- You can manifest more cookies by summoning them at will, provided you have either made them at least once before or have consumed over a dozen of that kind of cookie. Summoned cookies only appear one at a time and you may only summon more once the previous summon has been eaten or otherwise 'used up', though you can improve this with time.
- You can speed up the baking process of making cookies by reducing the time needed to a fraction of the normal time, with only a minor increment in energy and effort spent as an added cost. At first you'll be cutting down roughly a third of the time, but this will improve the more you practice and bake cookies.

If you really want to have *even more* cookies, then you may purchase both benefits and receive a little package bonus. Any attempt to create more cookies will always net you just a bit more than you initially intended. For instance, if you bake a dozen cookies you will instead have a baker's dozen of them. And when summoning cookies you can produce more if you decide to share your summoned cookies with others (it's only fair since you aren't hoarding it all to yourself… right?). With all that said there is another interesting tidbit I think that you might not have learned otherwise… This isn't limited to *just* cookies. If it counts as baking (or a baked good), it counts for this perk. This is less effective then the base effect if you only purchase one of the two benefits, but becomes on par to the complete package when taking both. Each benefit is discounted separately.

OPTIMIZE (200CP): Running a cookie baking business is a lot of work don't you know? You need to know what kind of cookies people want, how much they can afford for cookies, what other cookies are you competing with, etc. It's a good thing you have such a great knack for statistics and economics that you are practically a grade A major in the subjects. Spreadsheets and data are your bread and butter that'll grease the gears in smoothing out the process of raking in the dough (for cookies). In case you are short on papers or even a decent PC you have a parallel thought process dedicated to making and managing a mental archive that acts as though you are dedicating all your time, effort and ability to the task. Even better, you are capable of keeping up with some of the weirdest trends and extremely unstable or impractical economies while still being able to make a profit (useful when exponentially growing costs make a simple farm more expensive than an antimatter condenser).

 MORE HANDS (200CP): Many hands make light work, which is definitely true when you find one hand barely enough, or two hands too low to keep up with all these cookies. To make up for this limitation you receive a mild boost in multitasking, and ambidexterity, to help speed things along and coordinate the various tasks involved, and this improves for each pair of hands you have assisting you. And if just having the hands of others ain't doing it for you? You also receive a significant boost in multitasking depending on the number of limbs you personally possess. You'll find that working with many limbs, and even completely different limbs, to be second nature after a brief period of adjustment. Also, you no longer have to worry about carpal tunnel or any other condition that would impair your fine-motor skills and basic use of your hands (or equivalent manipulator).

EVERYONE LOVES COOKIES (200CP): A universal truth for certain, and anybody who says otherwise is either lying or hasn't been enlightened by the wonder of a freshly baked cookie. You have a way with words (and baking) to make ideas and rumors surrounding a subject spread with ease, becoming viral within a week or two. The likelihood of the message being mistranslated unfavorably or being opposed by more skeptical/hostile minded folk are moderately reduced, and people's suspension of disbelief increasingly grows as the idea becomes widely known. If it attained global popularity? Why it could become accepted as common sense.

 YOU ONLY NEED TO CLICK ONCE (400CP): Some people seek growth and development through dedicated effort and time devoted to themselves. Then there are those like you. The kind of person who is patient and wields the almighty power known as "being lazy". You can grow incrementally at a steady pace even while you relax and go about your day. Just by living the good life your experiences grow, your powers strengthen, your out-of-context third-party software you call 'Perks' fill up a metaphorical gauge called "Progression" and become better. Not the most exciting of things, but even when you take some time for yourself you will not fade with the passage of time. You are an investment, and in time it will pay dividends.

TO MAKE MORE COOKIES (400CP): No men are created equal, and neither are cookies. Means and methods behind the conception of an idea vary greatly world wide as unique, novel ways of making manifest your dreams. Not everybody knows how to make a cookie, or at least don't necessarily have the same tools and practices for making them. When all you have is a hammer, sometimes you just need to pound out some dough until satisfaction is achieved. You can now set a subject of your choice (by default it is cookies) and now any skill, power, practice, whatever you have at your disposal can be adapted into a means of applying for that subject. The more specific a subject, the greater the ease at which you can utilize your means. The better you are at what you do, the greater the success of the outcome. It doesn't matter how improbable or impractical the means are, only what you are willing to put the effort into for making it work… after all this is just to feed your cookie addiction, right?

SURREAL ESCALATION (400CP): What do businesses and games tend to have in common? They require investment into them to become better. Getting greater sales, incrementing a score or value, either way it's an effort to make a number go up and up in your favor until the desired result is met. That being said, there's usually a plateau or cap, soft or hard, that keeps you from ever really getting too big too fast or even going beyond a certain threshold. Luckily for you, you don't have this problem as you are able to make your progress in any game/game-like system or business work incrementally and without end. Numbers will go up before your very eyes as your continued investments pay back dividends for every little thing you do to push it further beyond what was ever originally possible.

COOKIE'S BEST FRIEND (400CP): You know how to produce or synthesize any naturally occurring forms of milk. Any milk you have direct access to can be imbued with properties that promote healthy, optimal development in its consumers, and can even induce sapience in animals (ex. Kittens). These effects are more effective the more frequently the milk is drunk, and the younger the consumer is (newborns benefit the most). Animals that achieve sapience tend to be more loyal, friendly and cooperative with you, as well as developing talents related to their species' unique advantages, but are usually focused on managerial pursuits or tasks suited for your cookie business. They're still people, if a sort with differing beliefs and mindsets than a human, so taking actions to maintain a favorable relation with them is still necessary if you wanna avoid potential worker strikes or rebellions. Just be sure to pay them, offer good benefits, and plenty of milk, then you'll have a cohesive workforce that's second to none!


GOLDEN (400 CP): Perhaps you got the Midas Touch, or have been touched by Midas - I'm not really certain which is preferable. What we know for certain is that you are certainly luckier than the average cookie baker with your endeavors to acquire lots of cookies, so much so that once in a rare while you find a shining blessing of golden goodness that could only be a Golden Cookie! These ephemeral manifestations of fortune contain the power to temporarily bless your endeavors to acquire great wealth (of cookies) should you consume them in the brief moment of time they manifest. They can appear anywhere, at almost anytime, but always somewhere in your general vicinity and within your means to acquire should you remain vigilant enough to catch them. The exact means and form of blessing they provide can vary dramatically, be it immediate sum deposited in your lap (or somewhere more convenient), dramatic boosts in productivity of your assets, blatantly supernatural acceleration of personal efforts of creation, to mere quality of life enhancements that add a little shine to your day. At the beginning such boons are relatively simple and small, yet nonetheless significantly beneficial to your efforts, but with time and dedicated focus of collecting cookies, blessing your fortunes, and partaking in some superstitious (or other) activities you can increase the frequency of Golden Cookies manifesting, as well as boosting their potential benefits to greater heights. However, like many forms of luck it isn't something you should depend upon unless you risk it backfiring on you in a hilarious manner. But even without them, you are remarkably more sensitive to golden opportunities around you, be it discounts at the baking aisle, lucrative business deals, or even turning the actions of eccentric, eldritch, elderly matrons from punishing your cookie collecting endeavors to benefitting you indirectly. In later jumps you find even the briefest and rarest of things will more likely than not find their way in gracing you with their presence at least once and give you a surprisingly realistic chance of benefiting from their acquisition.


HEAVENLY COOKIES (600CP): What is there to do when you've reached a peak in your growth? The ceiling keeps your developing cookie business from attaining greatness, your talents hitting a stonewall you just can't get past without unneeded frustration. Just look to the heavens, my Baker, and witness your potential born anew in the cookie constellations. You awaken a nascent spark of divinity aligned with your cookie baking endeavors. It may be minor now, like a young demigod in the dough yet to be shaped on the baking sheet, but you may put in the work to push your cookie related talents, affinities and powers to their limits at a speed that surpasses human growth by an order of magnitude. At any time you can choose to undergo an **Ascension**, which will bring you back down to square one. Depending on how far you had risen prior, you'll be gifted with new insights and benefits to jumpstart your renewed development. It begins as passively learning (or relearning) what you lost even when not prioritizing it, but with more and greater sacrifices each ascension you could even retain important milestones, techniques or other fundamental features without having to meet prerequisites, or making them overall better than before. Why accept limits, when there's new heights to achieve?

- **GFG Boosted**: That wasn't a nascent spark I saw… that was your inner **EYE** of divinity beginning to rouse from its slumber. When you are ascending you are actually reconnecting to your long forgotten heritage, and with it your inheritance of the **Cookie Pantheon**. Many of the boons you gain from ascending are actually facets of you manifesting within this divine realm in the form of infrastructure, servants and many other wondrous things. But one cookie god does not a cookie pantheon bake, so you may bless your chosen few by igniting a nascent spark of divinity within them to fill the many other roles and domains within your personal realm. You can also access your divine portfolio (defaulting to cookies) to manifest miracles and blessings as your will so decrees. Just maybe consult your grandma first before doing anything too crazy, as she has the benefit of age and wisdom to bestow upon her favorite afterall.



<u>"ELDER"ITCH</u> (600CP): Does the H.P. Lovecraft mean anything to you? Because it might to somebody from your lineage. You have a most peculiar mind that is less constrained by mortal and finite concepts, so much so that you may stare at the gaping abyss of *Things Man Was Not Meant To Know* and not break down in a fit of madness. Instead you could probably start up a conversation like you would with any acquaintance and broach non-euclidean concepts in casual conversation for intellectual pursuits or pure curiosity like you would any other mortal subject. This very same mindset also allows for consideration of… mortally questionable and objectionable ideas. But surely your grandma wouldn't mind spending time with you making cookies for your business on the regular, or have any arguments about bringing other grandmas in on the grand collaboration of mass producing baked goods for comparatively cheap labor. Why, you even went so far as to share some quality "benefits" like the Bingo Center to keep them preoccupied with games and research on ground-breaking ideas for optimizing the workforce. Oh, didn't you know? This comes packaged with a fiat-backed building/addon known as the Bingo Center Research Facility. This place serves as a home for the elderly, an entertainment hub, and a nexus of "Science" all wrapped in one with anything an ever-expanding population of beloved matrons could ever need. I assure you that all the vaguely satanic looking rituals, ominously glowing diagrams, and suspicious vials of red fluid are all *perfectly normal* and that no grandmas were ever harmed (maliciously) in the process. Maybe you can take a crack at these notes on how to make grandmas of "One Mind"...

- **GFG Boosted**: The nice thing about working at the facility was that you got to spend plenty of quality time with your grandma, and even getting to know a good many of the other lovely elders that wander about the halls. Much time was spent learning, refining, redesigning, reimagining, and reknitting your understanding of the universe… and how to make some really damn good cookies, but the real kicker was that your time spent in ***THEIR*** presence has brought forth a miraculous event to the forefront. You have unintentionally formed the Elder Pact early, and somehow you not only survived the consequences long enough to reverse the effects, but have managed to become one with ***THEM*** and returned intact… but not unchanged. Your mind, body, and soul have all become completely compatible with eldritch life and primordial forces alike. These things will no longer leave you irreparably damaged and beyond saving, but rather let you survive and thrive within these once inconceivable existences. Also your anomalous existence makes them better able to empathize and form personal attachment to you, and vice versa, thus opening the possibility of understanding and forming **healthy relationships** together. This is pretty great since this offers you the amazing advantage of **Dodging Bad Endings** that were otherwise inevitable fates waiting for you to finally misstep and tumble down into the endless dark.

 CARAMEL ALLOYS (600CP): From the depths of the Earth to the edge of the galaxy, there are always more resources to exploit. But, did you know you could just as easily find better uses for what was already there? You have discovered an ingenious new way to utilize resources available to you to make many more, many greater cookies… or something else you friggin heathen. You can extract and combine the unique, useful, or otherwise desired properties and attributes of any material and repurpose them to better suit your purposes. This works well, if not great, even if the composite ingredients individually wouldn't normally facilitate the desired effect in the product. Maybe that one misc metal wouldn't normally work as an edible ingredient, but you can't deny that the resulting cookie is certainly more 'robust' than the average cookie… or that petrol could make that last batch 'fuel' you for the road ahead. I'm sure you could figure something out given the right pieces and some imagination, even if all you get from it is even more cookie ingredients.

- **GFG Boosted**: In your experimentation with the fundamentals of this conspicuously bizarre reality you have become closer to the nature of this world's existence, so close you could almost touch it. Now you can really flex your cookie making skills now that you can extract *concepts* from anything you get your hands on. While it isn't even nearly as easy to use as the basic functionality of this perk, you are much more able to identify and define the cosmically fundamental ideas that have formed within any material or phenomenon you come into contact with. Perhaps you can leverage all that unnecessary "filler" from that series you watch to make your cookies more filling, or sprinkle in some calming amethyst on some sugar cookies to put yourself at ease, or you can even capture the raw energy and excitement from a sports league match to add some pep and home team spirit to your latest batch. There are many varied and weirder ideas out there for sure, too many to even list. But the only limit here is what you can imagine, and what you need to get to make it happen.

HE NEEDS SOME MILK (600CP): In your pursuit of cookie greatness you uncovered the long lost art of Milk Bending. From manipulating the white liquid of life around you, to cultivating the essence of it within you, you have discovered a strong affinity with this art, as though you were born to wield and master it. Starting as a novice you could manipulate as much as you could physically carry, and gently promote lactation of milk that's healthier. Within weeks you could be an adept, able to sense and control milk without sight, taste or smell, summon a lesser milk elemental as a familiar to aid you in training, baking or combat, shift milk from spoiled to clean and fresh (and vice versa), and triple the range and quantity you can manipulate milk. As months pass into becoming an Expert, then years into a Master, you'll achieve greater feats of skill and sheer ability until you can command a Greater Elemental of Milk (or many lesser), control a small lake's worth of milk with the power of a tsunami and the precision of a talented surgeon. One can only imagine how much further you can go with decades of experience, or centuries if you set aside mortal limits.

- **GFG Boosted**: Looks like Grandma knows a thing or two about the Ye Olde Art of Milk Bending, including some fundamental truths that offered a breakthrough. "You are what you eat, or rather what you consume becomes a part of you. Since the universes' birth from the womb of existence, it has drunk from the Elder, matured and multiplied ever on, as child drink from mother, grandchild from child, creation from creator, all things drink the milk. It flows within us all, the divine white essence that nurtures all of reality waiting to be drunk once more." The eye opens, the valve turned loose, and all becomes **MILK**. You unlocked the arcane art of Milk Transmutation, allowing you convert any liquid you touch into any type or flavor of milk you have consumed and understand the properties of. The deeper your understanding of a given variety of milk, the faster the conversion is, and the more you can alter its properties to your whims. Your growth in proficiency with Milk Bending starts at Expert and your mastery grows tenfold.


THERE'S NO HARD LIMIT TO HOW LONG THESE PERK NAMES CAN BE AND TO BE HONEST I'M QUITE CURIOUS TO SEE HOW FAR WE CAN GO. ADOLPHUS W. GREEN (1844–1917) STARTED AS THE PRINCIPAL OF THE GROTON SCHOOL IN 1864. BY 1865, HE BECAME SECOND ASSISTANT LIBRARIAN AT THE NEW YORK MERCANTILE LIBRARY; FROM 1867 TO 1869, HE WAS PROMOTED TO FULL LIBRARIAN. FROM 1869 TO 1873, HE WORKED FOR EVARTS, SOUTHMAYD & CHOATE, A LAW FIRM COFOUNDED BY WILLIAM M. EVARTS, CHAR;ES FERDINAND SOUTHMAYD AND JOSEPH HODGES CHOATE. HE WAS ADMITTED TO THE NEW YORK STATE BAR ASSOCIATION IN 1873. ANYWAYS, HOW'S YOUR DAY BEEN? (600CP): …For the sake of your sanity you can just call this "There's No Hard Limit". Anyways, the point is that anything and everything can reach any arbitrary figure you can imagine if given enough time though it can be next to impossible for some to conceptualize it. Well luckily for you this literally won't be a problem while you have this nifty little ability that lets you casually visualize and work at any arbitrarily sized scale. No number too big, plan too complex, or nth dimension too screwy for you to work with as long as the problem is numbers related. Any #-illion won't be just a statistic to you if you don't want it to, which I imagine is a huge plus for the more empathetic types out there. If you need to relate this information to the more mortal (-ly impaired) minds, you find it much easier to break down the absurdities to a more manageable form for digesting intellectual content (much like eating freshly baked chocolate chips and washing it down with a nice cold glass of milk). Funnily enough this doesn't necessarily make you directly better at math, but at least you won't have the equivalent of an integer overflow screwing you over and making your otherwise puny mind crash and burn.

- **GFG Boosted**: Did I say "doesn't make you directly better at math"? That had to be the weirdest typo ever because what I actually meant was that you are *inhumanly great* with numbers. Real, imaginary, mundane, magical, and many, many more kinds of numbers and figures I can't even list them all. A cursory glance over even a completely alien system of equations and logic will start to become innate to you at speeds that surprise even gods and career stock market investors (believe me, stock markets are *hell*). If you are part of an equation, even if it doesn't strictly involve numbers, you can easily know where you fit into it and how much of an impact you are having on it (for those that may really want to know if they are a net positive in their cookie making endeavors, or if they are a negative influence on their *relationship*). Grandma will be happy to know she has someone who can do her taxes and find the best deals on the market.


GRANDMA'S FAVORITE GRANDCHILD (600CP Undiscounted): You just have a certain look about you, maybe it's the way you smell (or taste), but you are just irresistible when it comes to the elderly. You easily form connections with any seniors, particularly grandmas/matriarchs, that you spend time interacting with. Even if they are unrelated, or should otherwise have no real interest or care for you, you can with time form such close bonds that they would adopt you as their favorite grandchild (maybe not literally, perhaps just figuratively)... You thought there would be more to this didn't you? You sure want to know? Like, REALLY certain? Well, okay then. You learn what it really means to be favored by the **Elders**. You are blessed…cursed? Blursed. You are Blursed with the ability to truly devour knowledge of the ages past, for any ancient source of wisdom and information be it your Grandmother or a dusty old tome of revered baking recipes written in a dead language, it will impart readily to you all it has known and recorded. The more ancient the knowledge is, the greater the ease with which you can push aside archaic language and outdated methods of conveyance to truly grasp the secrets and crucial truths of the world. With your enlightened understanding of this reality, you also unlock secret qualities of certain boons known as "Perks".

Items/Structures:

Your First Bakery (Free/100CP): Well it simply wouldn't do to dump you into a ditch without any way to start making cookies, right? To begin with you start off with a nice, simple home that has all the bare basics you would expect of a normal household (from the late 1900s) that comes with a fully stocked kitchen with appliances, raw materials and whatever else you'd need to start making cookies. Including your Grandma's Secret Cooking Baking Booklet, which contains an ever expanding collection of cookie recipes for you to experiment with. There are more simple and easy recipes at the start, but as you gather experience and resources you will find more and more recipes that just seem to be added to it (try not to mind the more "unique" options that are in there, after all your Grandma came from a very different time… and culture… and heritage…
DON'TTHINKABOUTITDON'TTHINKABOUTITDON'TTHINKABOUTIT. For an extra 100CP, you can add an attached bakery front to the house to draw more attention and business from the neighborhood in addition to upgrading the quality and size of your kitchen, tools, and raw materials for baking that would be expected of a more professional (and local) business. In either case, the ingredients provided here will remain fresh indefinitely as long as they are properly stored and will restock weekly, and you will receive at least a minimum wage's worth of income regardless of what you do for a living. Don't worry how or where any of it comes from, Grandma has it covered.

IMPORTED COOKIES (25CP per purchase/100cp for all): You may import any items you own to be integrated with the crazy, confectionary chaos that runs this world in order to be able to produce cookies of their own. Method and amount are dependent upon the item's function and quality respectively. Use responsibly~!

COOKIE (BADGE) JAR (25CP+): Receive a baker's dozen of cookie badges to wear, give to friends, or hoard them in your closet. Smells and tastes like real cookies. (WARNING: Not actually edible). Additional purchases increase the number of badges exponentially (13^n). Comes in an opaque cookie jar that'll never be heavier than it would be with one purchase of badges and can safely contain all purchased badges regardless of amount purchased. The extra storage and weight ignoring properties only apply for the cookie badges that it arrives with. Pay an undiscounted 50CP to allow unlimited storage of cookies and cookie badges with the additions of intent-based retrieval, Fiat-backed childproofing, and indefinite preservation of contents for always fresh cookies.

ORTEIL COLLECTION (FREE): You receive the game Cookie Clicker with all of its expansions, updates and real world merchandise for personal use. It will be automatically added as an app for any devices you own if you desire to play it on them. For an extra 50CP you can get a dedicated gaming room filled with the latest entertainment technology (Computer, Sound System, Furnishing, Small Kitchen, etc) built for the sole purpose of playing your copy of Cookie Clicker in complete immersion and comfort. Can be attached to your warehouse or any of your properties.

DAILY DOSE OF MILK (100/200/400CP): It's always a good idea to have some milk to go with your cookies, so for a fresh 100CP you may take a bottle of endlessly refilling fresh milk (whether that means cool and clean, or straight from the teat is up to drinker's preference) that you change to any flavor and type found in cookie clicker or any jump you've visited. This change can be done once an hour. If a single bottle just ain't enough for you, then for an additional 100CP you can also receive a cart of 12 milk bottles to distribute among your friends. The bottles restock after 24 hours in the crate, and you can decide the flavors and types of each bottle every time it restocks. For a further 200CP, leaving a crate empty for a month will spawn another crate of milk bottles, which will be good for when you wanna increase your milk output. Destroyed or missing crates and bottles will be returned in mint condition after a week. All milk will remain fresh for as long as it remains within their bottle.

Companions & Followers:

VERY Nice Grandma (50CP): Create or Import a companion into a grandma. 200CP for 8. Alternatively you can gain 10 grandmas per purchase as followers. Grandmas can be of any type you have the appropriate structures for, and will have life experience in both making cookies and in skills/abilities related to their type (Witch grandmas good with magic, Farmers grandmas good with farming, etc) plus a dabbling in the other fields.

Companion Import (50CP): Import Companions with 400CP & one floating discount with which to acquire perks. Cannot purchase companions or followers. Can purchase buildings, but only of the types you have already purchased. Can take drawbacks that only affect themselves.

Baker's Litter (100+CP): Recruit 13 kittens as either a group companion or as followers. Further purchases increase the number of kittens (25 total for the second purchase, additional 25 for further purchases, maximum of 300 kittens). Each purchase also improves the general competency/scope of the kittens as workers under your employ (simulating the Kitten Upgrades from the game). The kittens receive the MORE HANDS perk for free and treat the number of limbs of all the kittens in the group as though they were a singular entity for the purposes of benefiting from the perk. If you aren't too fond of having a large number of adorable workers (seriously, why DON'T you?), you can instead receive a singular cat (or catgirl if that's what you're into) who's skill and experience scales with the number of purchases as described. In this case, despite having a lesser number of limbs compared to the entire kitten workforce, she will still receive equivalent benefits as though she did.

Cookies We Made Along the Way (Free/100): There is something of a flavorful cast of characters throughout this place, it'd be a shame to get to know them and be unable to take em with you, wouldn't it? As long as you get their informed consent, you are welcome to recruit anybody you find here as companions (or followers if you are being selective). For some added benefit, you can place something of a "down payment" or investment for potential recruits. All followers receive 'ANON, YOU ARE A COOKIE' and any 100CP perk of their choice at half strength (full strength if you also have it, including upgrades). Companions get to choose to either update any abilities, talents, achievements and possessions they have to any perks and items they have emulated with an accuracy of 80% or more, or they can just take 'Companion Import' option, but cannot get CP from personal drawbacks they haven't lived with in Jump. Should you fail to recruit any followers or companions, you will get any CP you invested here back with an interest of +100CP to spend as you wish at the end of a jump (to make up for otherwise wasted CP).

Drawbacks / Scenarios:

- Limits (NONE. Exercise caution or shenanigans at your own risk)
- Drawbacks Override Perks - but may be mitigated by perks if they don't directly conflict with the drawback in question.

TOGGLES (+0): If you want your jump to operate the way a specific version of cookie clicker operated, or maybe you want to adjust the tone, absurdity or power scale the jump operates at, then you can choose to adjust the setting accordingly to your preferences. Just keep in mind that the lowest we can bring the upper end scale of danger is from Reality-Breaking to World-Breaking, and anything you purchase from this Jump will reflect that change for the duration of the Jump. This jump may be used as a supplement to any other Jump of your choice, just beware the consequences should you decide AtLA didn't have enough cookies. Obligatory fanwank responsibly.

MORALITY TOGGLE (+0): Because some people just can't seem to enjoy a world about cookies, grandmas and kittens without having complaints like "what about the children?!" and the like, I put this here so that you can make the world free of those pesky moral/ethical dilemmas you don't wanna deal with. Now everyone here is just really well made simulacrums with artificial souls, artificial lives, artificial personalities, yadda yadda. OR maybe, just maybe, I can turn *something else* off…?

COO-KIE? COOKIE! [+100]: ...Just so I'm clear, you didn't happen to crossover with a pokemon jump or something like that? You sure? Ok, so it looks to me like the universe just got a little more kooky (COOKIES! "Would you knock it off for one second!?") than usual as now everyone seems to speak only the word cookie like it's the universal substitute for all communication. This for some reason doesn't seem to make it any easier for anybody to understand each other than it did before ('English' speakers aren't going to understand 'Russian' suddenly) beyond maybe realizing that they *might* be interested in cookies. On the brightside this can be overcome, with a great deal of therapy, and make it somewhat easier to understand. Post-jump you can substitute regular speech by replacing every word with cookie and people will understand it… if you want them to understand that is. (Basically in D&D terms it's like having Thieves Cant, but much more selective)

AND THAT'S THE WAY THE COOKIE CRUMBLES (+100): With you in despair, and crumbs pouring from your hands. Any cookie you try to hold, grab or eat will quickly turn to crumbs as soon as you come in contact with it. This'll be a hassle if you're the type who makes cookies by hand, or likes to enjoy the experience of eating cookies in the intended manner. The only time it won't crumble is when you'd least want it too, and when it does…

SENILE (+100/+200/+400CP): Either your age is catching up with you or simply have a family history of not knowing what's what, but either way you have come down with a terminal case of something you don't remember the name of. For +100CP this is basically just constant absent-mindedness as you get so caught in whatever you are or are not doing at the time that thoughts and details escape you.
By bumping this up to +200CP you suffer from short-term memory loss, which can be problematic if you are involved in something important only to forget what you're doing, why you are here, and *who the hell are these people*?... Ahem, anyways.
If you want to really get lost in your memories, or rather have your memories get lost, then for a sum of +400CP you suddenly develop Alzheimer's Disease regardless of your actual age. Any level of this drawback can be applied to you and/or your companions individually.

"NICE" GRANDMA (+100/+200CP): Maybe you believe that the blood of the **COVENANT** is thicker than the water of the womb, or you simply find the company of your elders to be a more comfortable choice than any other kind of relationship you have. Whatever the case, you have something of a soft spot (*cough* blindspot *cough*) for any old women you meet, particularly those old enough to be your grandmother. You'll feel inclined to help them, sometimes without question or concern of their intentions. Afterall, they are just nice, old ladies! What could possibly be the harm in trusting them? And if you want to earn yourself some buying power, then for a total of +200CP we'll even bring your very own grandma here to this jump! Now you can have plenty of time to bond, and plenty to **LEARN** from her. You'll be more inclined to listen to her wisdom, and any suggestions she may have, afterall she's ***your GRANDMOTHER***. (Warning: depending on your relationship with your real world grandmother, this could have unintended consequences. We are not responsible for any familial trauma that may, or may not, result from this)

YOU SHOULD REALLY GO TO BED/YOU SHOULD GO OUTSIDE (+100/+200CP): Are you still making cookies? At this hour? At +100CP you have developed something of a hyperfixation for cookies, which I don't judge you for, no siree! But it does look to be pulling your attention span away from your day to day tasks, and kinda interfering with your social life. You can barely stay on task for a minute before your thoughts drift back to what cookies to bake. Even basic selfcare takes some conscious effort to maintain, lest you go a week or two without brushing or showering.
At +200CP this becomes much more concerning, bordering on serious OCD. Your cookies need to be just right, you have to meet a daily quota, you need the 'right' ingredients, and many other ideas you delude yourself with. You might skip sleep, ignore bathroom breaks, and even refuse to leave your home for any reason other than to get more cookie supplies (even then, you might resort to ordering supplies so you don't have to go searching). If you don't have some kind of assistance, your quality of life will be near certain to plummet down.

IT'S ALL COOKIES? (+100/+200/+400CP): Always has been. Any foreknowledge you may have about this world has been black boxed. All you are left with is a suspicion, a faint impression that sits at the edge of your mind, at the tip of your tongue, and you know that you must discover the truth to this conspiracy. For 100CP the world will still be just as dangerous, if weirder than you expected in hindsight (if you survive long enough to find out).
For 200CP the things you see and the connections you make will paint a concerning picture for you and the rest of the world. Perhaps there are forces working in the background, or there's something in the milk , but either way the trail of cookie crumbs will bring you face to face with things darker than dark chocolate.
If you are willing to take the plunger down the cookie rabbit hole, for 400CP your efforts to discover or reveal the wide spanning conspiracy will be opposed by unknown enemies. You may find yourself seeing the familiar as unfamiliar, the safe as unsafe, or what was once real becoming **something else**.

COOKIE ALLERGY [+100/+200/+400/+800CP]: A great tragedy has befallen you, for you had the unfortunate fate of being allergic to cookies! No, it's not the ingredients of the cookie or some other sciencey explanation, you are just allergic to cookies of all kinds. If it is a cookie, you are allergic, that's it. For +100CP it is not unlike what people experience during spring/summer when you get all sniffly and irritated.
For +200CP it actually becomes a serious medical concern that can cause intense swelling and pain, and may need medical intervention to counter, or possibly a rare allergy medication / injection to counter it. You could tough it out, but it'll be a painful few days before it dies down.
If you are feeling (un)lucky, you can turn cookies into your own personal kryptonite for +400CP. Your body will swiftly go weak, an intense vertigo disorienting you, the mind will start to fog, and your powers begin to quickly drain away. Within minutes your vitals will start fading unless you're removed from its presence, at which point it will take anywhere between an hour and a week for the effects to fully fade (depending on how long you were exposed).
And for those who have a death wish, or otherwise no sense of self preservation, you can for the bonus of +800CP to make your physical form react to cookies the same way matter and antimatter react to each other… *Why would you do this to yourself?* This is not a true antimatter reaction, but rather an Anti-Cookie on Cookie annihilation event that will hurt on a physical, mental and spiritual level (that is *if* you manage to survive the resulting phenomenon).
For the sake of you not **immediately** committing Sudoku upon jump start, any cookie related attributes that are part of your physical, spiritual, or whatever form of existence as a result of perks or otherwise won't trigger the effects of this drawback. Those are YOUR cookies. It's the other cookies you have to look out for.

COOKIE MONSTER [+100CP/+200CP]: Good news, Sesame Street exists! Bad news, Cookie Monster got a taste of your cookies and is now addicted to them (which is amazing considering your first creations were so terrible not even the wildlife would touch them).
Alternatively, or in addition to this drawback, you occasionally go into fits and eat vast amounts of your banked cookies, but you thankfully benefit from the effects of 'OM NOM NOM!' during said fits to keep you from exploding. However, if you like to live dangerously you can forgo this protection for an additional +100CP, which will also disable 'OM NOM NOM!' and any perks that offer the same defense.

OFFBRAND COOKIES (+200): Well it looks like your cookies aren't the only ones competing for the interest of the masses. Other players, prodigies, companies, gurus, and imitators are placing their hands in the cookie jar hoping to rake in the wealth and fame that cookies provide. They will do everything in their power to outperform or cheat you of your profits, and if you don't remain vigilant and make an effort to fend them off they may just overshadow you, or worse.

MESSAGE FROM THE CEO (+200): You need to explain the difference between Strawberry Milkshake flavor and Strawberry flavor or I'm going to burn your house down… and your co-workers' too. It's not as though you and your workforce (or I guess just you? I don't know how you function) aren't creative, or that you don't work hard at your job, it is difficult to beat the perfection of the cookie… Just please, for the love of god, STOP making the same GODDAMN COOKIE! Nobody wants Bereavement cookies or those cookies for the 'Going Green' campaign that have *wood chips inside them*, they are still just the same cookie with some random bullsh*t thrown in. You need to step up your game, or I'm gonna take over. Or the competition is gonna take over. Heck, maybe steve from accounting might do a better job than you, you unimaginative F*#%!!! You get your shit together else sooner or later you are gonna be outta the job *and the jump* if I have anything to say about it.

JUST A BAKER [+300/+400CP]: Let's keep this to a more "vanilla" flavored experience, shall we? If you possess any perks, powers or a cosmic warehouse, then all of these will be suspended for the duration of the jump, with the exception of any skills, talents, items or other technology that a baseline human by the year 2013 could have access to. If you don't want to complicate it, then for another +100CP all out of jump assets are witheld, down to your body mod. If this is your very first jump, only the first level can be taken and it will instead disable your warehouse and body mod. You can keep any health check ups and corrections, but any superhuman boosts you'd have are negated, otherwise reducing you to pre-jumpchain ability.

COOKIES...COOKIES NEVER CHANGE [+400CP]: Religion, Justice, Necessity, Madness and more are all reasons for a conflict to take hold. With every new invention or idea that comes to be there will always be something to come in conflict with it. The latest in cookie mining technologies will break the foundations of entire nations, genetic modification will lead to disastrous mutations and diseases running free, dealing in forbidden magics and sciences will draw the attention of cosmic entities to your doorstep, and they won't be there for your cookies *GASP*.

NOT EVEN THE RACOON [+300/+600CP]: Set baking skill to none. Training boosters will not help. For an additional +300CP any products you design, make and distribute will have a tendency of being ruined in some fashion or another that makes them so bad that not even the trashiest trash panda will find enjoyment in them. And in case you tried to be tricky about it, this also prevents intelligence perks from reasonably helping you improve the quality of your cookies and all memories you had on baking cookies are locked away.

GRANDMAPOCALYPSE (+600/+800CP): Normally if you were a more cautious, reasonable or sane sort then you'd probably connect the dots and realize touching upon the more Eldritch forces of this world may be best avoided, but let's be real about this. If you weren't even a little insane, you'd never have come here. There's no preventing its coming, for **YOU** are its Harbinger. The Grandmapocalypse is now on a timer, and its arrival will herald the end of the world unless you gather enough cookies as sacrifice to break the Covenant. You will have 10 years to accumulate the needed amount, and if you fail it will result in Jump Failure without the option to go home. This will not be easy, for over time the grandmas of the world will become increasingly dissatisfied and uncooperative with you, judging your every action with unholy scrutiny. The Bingo Center and its related upgrades will not be readily available, even if you have the perk "ELDER"ITCH the facility will not bring any grandmas to dwell or research within it, thus leaving all the potential upgrades up to you and others to piece together (without the Elders' insights, this will be a herculean task).
If you are willing to risk all of Cookie Creation against these abominations, then for +800CP you can kick start the Grandmapocalypse from day one! It will operate as it normally would until the 10th year has passed, at which point you'll either have the solution or be completely subsumed as they hijack your status as Jumper and go forth in your place, dooming the wider multiverse. Are you *sure* this is worth the risk?

CARPAL TUNNEL (+600): For something that started off as little more than an Idle Clicker game, this world sure is interesting and diverse, and perhaps a little dark the further in you go… ALSO it is hella addictive. How could someone possibly sit in front of a computer for extended periods of time just clicking as fast as possible just to watch a number increase?! Maybe you'll find out for yourself now that you have to do so. For 10 whole years. Confined to your household. Be warned that you aren't in any less danger than before, if anything it may actually be harder. Any complications or dangers will remain very real problems for you, warnings limited to ingame news boards and other less conspicuous notifications, and what you do ingame has real world consequences. The eldritch nature of this world means you will need to be incredibly conscious about your actions, unless one misclick spells your untimely demise.

End Choices:The standard end choices are:

- Remain in that Jump, and your affairs back on earth (or your place of origin) are settled. You keep everything you have attained so far. Receive a complementary 1000 Platinum Cookies of the highest quality. (Can be substituted for CP at a 1:1 ratio. No refunds) Feel free to make purchases from any jump or jump-related assets (body mod, warehouse, supplements, etc) that you have accessed across your chain.
- Go home, resuming your life with everything you have attained so far.
    - In both the Remain and Go Home options, time back home is unpaused if that was the case originally.
- Move on to the next jump. Keep what you have attained so far, time back home is still frozen if that was the case originally.

NOTES:

- Cookie Clicker Wiki
- You are perfectly capable of reaching the feats of insanity as demonstrated within this world, because apparently God (or whatever passes for it here) couldn't conceptualize when you *shouldn't* be allowed to do something. No guarantees that it would be easy, be quick, or be good for your health in any shape or form. Seriously, get some fresh air now and again ya lunatic.
- By that same virtue if for *any reason whatsoever* you are faced with a situation that *apparently* guarantees you chain failure by fiat or is otherwise impossible to overcome, be assured that there most certainly is a solution! Even if it means getting a googolplex of cookies to bash it in the face all at once and/or making a substantial sacrifice of your own volition to just get the problem to leave you alone, you still have a chance. Let it be known: **BY FIAT YOU CANNOT AUTO FAIL THIS JUMP WITHOUT YOUR CONSENT BECAUSE OF *ACTUAL BULL$#!%* LOL NOPING ANY CHANCE OF SUCCESS YOU HAVE**.
- MORE HANDS: Scaling with limbs (If base raw ability in multitasking = 1, then effective improvement as a result of perk is +1 initial and then +1 for every multiple of 10 of limbs involved (10: 3, 100: 4, 1000: 5, ...)). May get out of hand with other perks that improve dexterity, coordination, reflexes, etc. Boost from working others is about a flat +10% per person, up to 10 people for +100% (stacks additively with the limb bonus), and for every person past that it's +1%.
- GRANDMA'S FAVORITE CHILD: In addition to the social bonus, the secondary effect essentially boosts learning and comprehension from any sources that have existed for some time. It's easier to understand and memorize, and any quirks involving outdated or dead language being easier to get around. This won't be as effective when compared to working from sources that are closer to the present time or anything brand new. Like a fine wine, knowledge needs to age for the perk to have any meaningful effect. Transcribed or paraphrased writings of ancient sources will significantly dilute the effects, but working with the original script will work to the fullest extent it can. Be warned that the perk's ability to supernaturally draw information can also potentially unlock certain context clues and data you may not have been intending to look for, so you may end up learning more about the author, the conditions and circumstances that lead to the creation and usage of this knowledge than you ever wished to learn. **I pray for your sanity**… But on the bright side you do get some *very* intriguing ideas for new brands of cookies. I'm sure your Grandmother will absolutely love them.
- TO MAKE MORE COOKIES: Creativity Boost, can turn ANY single skill, power, system, etc… into a viable means/venue/medium for a particular subject, regardless of impracticality or improbability. Essentially "When all you have is a hammer..." pushed to the point of sheer absurdity. Only good thing about you is swords(wo)manship? Sword ALL THE THINGS until a satisfactory result is achieved. Or you just want more ways to feed your relentless cookie-baking addiction? Of course you do. Post jump the selected subject can be swapped for a different subject once a week, though you can potentially shorten the cooldown overtime by putting your all into exploiting this perk to its fullest. Casual or passive use of this perk's benefits with little to no focus will shave small but noticeable amounts off the cooldown every 1-2 jumps (assuming usual 10 year duration)
- GOLDEN: Luck Improvement. Increased Frequency and/or Benefits from Golden Cookies and other similar buffs. In the future

improves the likelihood of finding rare/exotic items/materials/creatures (e.g. If you want better odds of finding shiny and/or rare pokemon.)

- HEAVENLY COOKIES: Straight up the ascension mechanic from the game. At first it works like the game does, resetting and accelerating your cookie empire's growth (some temporal shenanigans involved, mainly contained to this jump) along with some basic cookie abilities (being your own D&D cleric with a cookie domain, starting at level 1, with divine rank 0, just less effective outside of cookie related tasks). In jump the benefits can partially extend to any abilities you use to aid your cookie making endeavors, but post jump this can help retrain and refine any other abilities you've acquired through your Jumpchain. The boosted version is when you start to elevate and broaden your divine abilities (rising slowly through the divine ranks) and can start incorporating domains and portfolios that don't have to be about cookies (but will be easier to implement if they are). People you give nascent divinity to will have a slightly slower growing version of the base perk (unless you empower them further) but will have an easier time than you selecting and using their own domains and portfolios once they achieve them (unlikely to be stronger than you, unless they were already equal or greater than yourself; Still easier to pick and use cookie related subjects). The realm you have can be visited any time by you via an avatar of yourself projected in it, or accessing it via a portal in your Cosmic Warehouse. Only people within your pantheon or who have your permission can enter this portal. Consider inviting your grandma here sometime, she'll love it (plus the Kitten Angels enjoy being doted on by her).

Credits:

- Cookie Clicker by Orteil
- Jump by ShadowVR2, with the assistance of Nerx and other fellow Redditors (Such as Type-A-Typo, .
- Quinnxcalibur Willow's suggestions for DAILY DOSE OF MILK, HE NEEDS SOME MILK and updating OM NOM NOM to include milk, as well as the 'THAT'S THE WAY THE COOKIE CRUMBLES' drawback.
    - And MurphyWrites for clarifying the distinction on what counts as "fresh".
    - As well as RavenSnake317 and ThoughtfullyMad feeding me insane material for HE NEEDS SOME MILK
- Pionoplayer for helping with JUST A BAKER.

[PENDING/PLANNING: The following are possible ideas and starting points to use for designing the document. Feel free to add ideas here, and I might see about implementing them if they feel fitting enough.]
[Note: I try to credit people who pitched in with helping make this jump, so if I forget to address you, just lemme know.]

Cookie Clicker jump
>Goal is to gather some insane number of cookies, like an Undecillion, in 10 years so you can buy access to the next jump
>No origins, since everyone's going to be doing the same thing, one discount per tier

>Most of the perks are based around knowing how to do something the various buildings do, such as growing cookies on a farm, turning gold into cookies, stealing cookies from the past, turning light into cookies, and being so lucky that cookies pop into existence through sheer chance
>They also let you use your knowledge to make these buildings more effective
>Capstone that lets find a way to use literally any perk you have to make cookies
>Capstone that lets you pay any cost with, an appropriately scaled amount of, cookies (this one is suspect)
>All the perks in the jump are VASTLY less effective when being used for any purpose besides making cookies, to justify offering the crazier stuff

>Bank/bag item that can hold an infinite amount of cookies as a free item, useful for when you have more cookies then there are atoms in the universe
>Items based on upgrades
>Supplies of various types of milk as an item
>How to Bake your Dragon book item
>A nice grandma as a cheap companion
>A grandma as a free companion
>A group of kittens that help you make cookies in exchange for milk as a companion

>Grandmapocalypse drawback or scenario
>Drawbacks based around the various disasters on the news ticker
>

~~>Drop-in, Grandma, Scholar origins~~
~~>Drop-in focuses on cursors, clickables like golden cookies and reindeer, and luck manipulation~~
~~>Grandmas focus on wrinklers, eldritch powers, and synergy between powers/buildings~~
~~>Scholars focus on magic, science, and industry, with perks for casting cookie spells and praying to the cookie gods~~
>sugar lumps act as an upgrade resource
>perk to corrupt every major holiday into an excuse to eat cookies, fueling your cookie-based powers
>Turn Choice Points into Cookie Points

Tips for writing Jump
What_impresses_you_when_you_see_it_in_a_jump
Making a Jump - Do you have any advice?

Potential Capstone/Capstone booster. Divine power over cookies in some fashion. Can Willing Reset progress and receive certain bonuses that allow you to eventually overcome prior limits in growth potential and rate of development (Jumper can NG+ upon reaching a certain threshold).

could be that you have a domain/authority/divine portfolio of cookies, like how we have gods of thunder, you are god or cookie, or even have an upgrade to be the anthropomorphic idealization/persona of cookies

Items and Structures: Typically respawn in the Cosmic Warehouse at the start of each jump; may respawn sooner. Purchased structures can become addons to your warehouse post-jump, and can be imported alongside your properties into future jumps.

PENDING:

(NOTE: Successive Tiers may need prerequisites / conditions / drawbacks to be selected)

(-NOTE: Upgrades for each item may need prerequisites)

[CP purchased structures provide perks of their own related to their nature, or should that be separate? Possible Scenario/Gauntlet Award]

~~1.1. Grandma: A nice grandma to bake more cookies. [Non-companion workforce, might influence ability to interact with elderly folk, may or not be your actual grandma.]~~

~~1.2. Farm: Grows cookie plants from cookie seeds. [Improving/improved by agricultural / Foraging / baking skill. Good for existing plant-based cookie ingredients. Unusual Material planting(?)]~~

~~1.3. Mine: Mines out cookie dough and chocolate chips. []~~

~~1.4. Factory: Produces large quantities of cookies.~~

~~1.5. Bank: Generates cookies from interest. Additionally can allow for cookies to be used in place of money or any other economic transaction. (Try to use within reason unless you want to cause an economic crash of comedic proportions.)~~
~~(NOTE: Beyond this point maybe either Unattainable, or require scenario/drawbacks/specific perks)~~

~~1.6. Temple: Full of precious, ancient chocolate. Can substitute any tributes/sacrifices with cookies made from the ingredients contained within the temple. Jumpchan/Benefactor could be seen as the baker in the sky.~~

~~1.7. Wizard Tower: Summons cookies with magic spells. With sufficient arcane research you can learn to substitute material components for spells with cookies, or even use cookies in place of any arcane focus (if they are of sufficiently high quality). an effect to summon cookies as you cast other spells.~~

~~1.8. Shipment: Brings in fresh cookies from the cookie planet. Enables ease of trade and forming connections between entire species and/or cultures via a given medium (preferably the trade of cookies). Cookies also may or may not be the key to FTL travel… somehow.~~

~~1.9. Alchemy Lab: Turns gold into cookies! And not just gold, but any precious metals and alchemically potent substances can produce cookies imbibed with fantastical properties.~~
~~(WARNING: Serious Consequences at this stage. Jumper must be willing to make sacrifices to purchase from document (Maybe))~~

~~1.10. Portal: Opens a door to the cookieverse. Make it so that you can always find cookies, even in alien worlds and dimensions (which may or may not be made of cookies). Cookies so good that elder gods and eldritch beings/gods want to give them a try~~

~~1.11. Time Machine: Brings cookies from the past, before they were even eaten.~~

~~1.12. Antimatter Condenser: Condenses the antimatter in the universe into cookies.~~

~~1.13. Prism: Converts light itself into cookies.~~

~~1.14. Chance Maker: Generates cookies out of thin air through sheer luck.~~

~~1.15. Fractal Engine: Turns cookies into even more cookies. By channeling the innumerable spirals and branches of chaos you can increase the quantity of a given resource at an exponential rate. Take care when wielding this power, as this can result in some anomalous products.~~

~~1.16. Javascript Console: There is a god… and it's just a guy on a computer named Orteil. Maybe those conspiracy theorists and Matrix enthusiasts were on to something after all.~~

~~Companions~~

~~1.17. Krumblor the Cookie Dragon~~

~~1.18. Santa~~

BORN AGAIN (Scenario): Perhaps you wish to have a fresh start and have a chance to truly prove yourself? By choosing this you submit yourself and this jump to function under gauntlet rules: You are reduced to body mod, your starting CP is set to 0, and death does not mean the end of your chain (unless you allow for the possibility because of drawbacks or 3rd party modifications to your chain). The only other thing that this will allow you to keep (unless stated otherwise) is your experience and the weight of past achievements to carry you through the trial ahead as you must now work to achieve truly ludicrous amounts of cookies. Additionally, choosing this route will cause this world to be nominally more in line with baseline Earth (if you don't know what I mean, refer to your benefactor for further information) and its population will react to your cookie making efforts accordingly. This is important because if you end up unable to maintain cookie production

for a month it will end your current run, and you will be forced to either to end the gauntlet or restart the challenge from the top. You may make as many attempts as you are willing to subject yourself to, but bear in mind that while you will be refreshed at the start of each run your mind and soul will retain the strain from the experiences you go through. Also, each run will take place in varying iterations of earth which prevents you from exploiting future knowledge of events from this gauntlet.

- BENCHMARKS & ACHIEVEMENTS
    - **FAIL**: Wow, seems like you just couldn't keep yourself afloat regardless of any advantages afforded to you. I don't know whether to feel sorry or disappointed. I mean what would your grandma think about this? Well, you can always try, try again… unless you really botched it.
      Well regardless of your choice you can have some Motivational (or Demotivational) Posters to commemorate your attempt. They aren't even CP-backed or have special effects, just regular posters of varying levels of encouragement and humor. All cookie and kitten themed.
    - #Low
    - #Medium
    - #Large
    - #Massive
    - #Whole World
    - #Interstellar
    - #Galactic
    - #Inter-Galactic
    - #Universal
    - #Multi-Dimensional
    - #Multiversal
    - #Metagame
    - **SPEEDBAKING**: Holy crackers son. When you gotta go fast, you go *fast* to bake those cookies. So many cookies, so little time. For a speedrunner of your caliber I guess it'd be worth rewarding all that effort huh? You receive a trophy as proof of this achievement whose size, material, and quality scale based on how quickly you scored 1million cookies within the first 24 hours of your latest run. Secondly, you receive a new addition to your body mod - *Speed Baker*. With this you are able to optimize all stages of baking to their limits and produce quality cookies in record breaking times. *But wait, there's more!* It also gives you a universal sense and knack for finding the quickest solution to any problem you are faced with. However, initial solutions may tend to vary in its adherence to common sense, decency, and morality, but you can almost as quickly seek out alternatives by outlining your desired objectives and parameters. The overall effectiveness and intent respecting ability of this perk scales with the level of this achievement. At the bare minimum this is like having a decent supercomputer dedicated to running the program for these solutions (but is still basically "thinking" like a computer; it does *exactly* what you tell it to do, and not usually the way you want or need. This can be refined to be less annoying with practice).
    - **HARDCORE**: You are a simple man, and one with little need for all the fancy schmancy methods, techno-doodads, or any other nonsense when it comes to the tried and true basics of making cookies. Afterall, if it ain't broke, don't fix it. Cookie bakers, producers, and consumers alike all look at you and revere you with great respect for your grounded dedication to cookie baking. No matter when or where you are, if anyone or anything has any idea what a cookie is it will recognize your experience as a Master Baker is truly authentic… and hardcore.
    - **TRUE NEVERCLICK**: …*WHAT*. Just, *how?* This was marked as a challenge, and yet all I see is you just sitting back and relaxing while your cookie empire just thrives about you… *and you didn't lift a finger*. Not a single cookie was ever made by your hands, heck you were so uninvolved in the baking process you may not have even touched a single ingredient or tool used to make any cookies whatsoever. Despite all of this it is you, yes YOU, who gets all the praise and acknowledgement for the cookies being made. You are the undisputed master of laziness and minimum effort, so much so that you gain a preternatural sense for anything that can minimize the need to make effort or expend time and resources to achieve something. If you can make an earning and still be able to relax throughout it all, it will come to you… because having to actively seek it out would be too much effort, wouldn't it? All snark aside, your quality of life will also improve so that attempts at casual activity and relaxation is actually relaxing, so long as you are not actively in danger or being directly antagonized, and this will extend to anyone who joins in.