The Married . . . with Children Jumpchain

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Welcome to the world of Married... with Children, a comedy sitcom that follows the misadventures of the Bundy family and their neighbors. You are about to embark on a ten-year journey in this setting, where you will experience the joys and sorrows of living with a dysfunctional family, a low-paying job, a nagging spouse, rebellious kids, annoying friends, and crazy situations. Whether you choose to be a member of the Bundy clan, a neighbor, or a friend of Al Bundy, you will have plenty of opportunities to laugh, cry, and cringe at the antics of these characters.

But be warned, this is not a world for the faint of heart. This is a world where social norms are broken, crude humor is rampant, and satire is merciless. This is a world where you will face challenges, dangers, and drawbacks that will test your sanity, morality, and luck. Are you ready to join the fun? Are you ready to face the consequences? Are you ready to be married... with children?

You start with 1000 CP.

Origins

Bundy Clan



You are a member of the Bundy family, the most dysfunctional and unlucky clan in the history of television. In this jump you share the same blood, genes, and fate as Al, Peggy, Kelly, and Bud. As a member of the Bundy clan, you'll have access to all the family's secrets, scandals, and hilarious mishaps. You'll be able to relive Al Bundy's infamous football career, Peggy's outrageous demands, Kelly's wild escapades, and Bud's nerdy antics. Plus, you'll get to enjoy all the classic Bundy family traditions, such as watching TV all day, eating junk food, and avoiding work at all costs. Being a Bundy is not easy, but it is never boring.

The Neighbor

You are a neighbor of the Bundys, living next door or across the street from them. You may be a friend, a foe, or a frenemy of the Bundys, depending on your personality and preferences. As a neighbor, you'll get to witness all the Bundy family's craziness up close and personal.



Being a neighbor of the Bundys is not safe, but it is always entertaining.

One of Al Bundy's Friends



You are one of Al Bundy's friends, a fellow member of his social circle and support group. You may be a co-worker, a customer, a classmate, a teammate, or a clubmate of Al, depending on your background and interests. You may be a shoe salesman, a barber, a mechanic, a dentist, or a nudie bar patron.

As one of Al Bundy's friends, you'll get to witness all his misadventures firsthand. You'll be able to join him on his wild escapades, share in his triumphs and failures, and even help him out of sticky situations. Being a friend of Al Bundy is not smart, but it is always hilarious.

Perks

Perks are discounted 50% for respective origins while generic perks are not discounted.

Shoe Salesman's Wit (100CP - Bundy Clan)

With this perk, you're the Shakespeare of the shoe store, turning customer complaints into comedic gold. Your tongue is sharper than the stiletto heels you peddle, slicing through insults with the precision of a clearance sale. You've got a comeback for every snide remark, and a discount offer for every sneer, ensuring you always get the last laugh—and the best deal.



Post-Jump, you'll find this wit serves you well beyond the shoe store, turning potential conflicts into laughable anecdotes. You'll walk away with an arsenal of retorts so versatile; you could sell ice to Eskimos—or better yet, flip-flops in winter.

Bargain Hunter (300CP - Bundy Clan)



Embrace the Bundy spirit with this perk, transforming you into a deal-sniffing legend. Your ability to spot discounts is so uncanny, sales people suspect you have x-ray vision for sales tags. Post-Jump, your bargain-hunting prowess becomes a universal skill, allowing you to navigate any market with the ease of a seasoned haggler.

Even the rudest of merchants can't shake your focus; you're on a quest for savings, and nothing will stand in your way. As a parting gift, you'll retain an innate sense for value, ensuring you always get more bang for your buck, no matter the jump setting.

Bundy Luck (600CP - Bundy Clan)

It's the serendipitous charm of the Bundy bloodline, where even the worst days have a silver lining. This perk ensures that when life throws a shoe, it somehow lands in a box of clearance-priced designer heels. Post-Jump, you'll find yourself stumbling into good fortune where others would walk away empty-handed. Your knack for turning the tide of misfortune means that every mishap is just a setup for an unforeseen payday. And as you carry this luck forward, you'll revel in a life where the unexpected becomes your secret weapon for success.



Grill Master (100CP - The Neighbor)



With the "Grill Master" perk, you become the undisputed king of the block party scene, with your grill skills earning you the moniker 'Sultan of Sizzle'. Your perfectly cooked burgers and ribs are in high demand, drawing neighbors in with the tantalizing scent of your secret sauce. Post-Jump, your barbecue prowess becomes a golden ticket to the most exclusive backyard gatherings, turning you into a social butterfly of the culinary world. Whether it's a laid-back cookout or a fancy gala, your presence guarantees a lively event filled with delicious food and plenty of laughs. So, fire up that grill, because with you around, every party is sure to be a flaming success!

Neighborhood Watch (300CP - The Neighbor)

The "Neighborhood Watch" perk turns you into the ultimate sentinel of suburbia. With eyes like a hawk and ears tuned to the faintest whispers, nothing escapes your notice—not even Al Bundy's attempts to sneak an extra Twinkie. Your vigilance is the stuff of legends, ensuring that every lost pet and misplaced mail finds its way home. Post-Jump, this perk evolves into a sixth sense, allowing you to detect the slightest disturbances in any realm, making you an invaluable asset at royal courts and superhero teams alike.



You're not just the neighbor everyone wants; you're the guardian they need.

Suburban Sage (600CP - The Neighbor)



With the "Suburban Sage" perk, you're the neighborhood's go-to guru, dispensing wisdom that turns everyday blunders into suburban success stories. Your advice is like garden fertilizer, making everything it touches grow stronger and more vibrant. Neighbors line up for your life hacks, and even the Bundys occasionally listen, finding their lives oddly improved. Post-Jump, your counsel becomes universally renowned, sought after by kings and CEOs alike, turning potential disasters into triumphs. You're not just a wise neighbor; you're the oracle of the ordinary, for your words have the power to inspire, uplift, and transform lives wherever you go!

Barstool Philosopher (100CP - One of Al Bundy's Friends)



As a "Barstool Philosopher," your musings are the highlight of the local watering hole, sparking laughter and the occasional "aha" moment. Perched on your stool, you deliver nuggets of wisdom that are more amusing than academic, often accompanied by a cold brew in hand. Your insights may not solve world hunger, but they'll definitely make someone spit out their drink. Post-Jump, your entertaining observations become a universal icebreaker, endearing you to cosmic entities and intergalactic audiences alike. You're not just a bar buddy; you're the cosmic comedian, turning the universe into your personal open-mic night.

Handyman’s Hunch (300CP - One of Al Bundy's Friends)



The "Handyman's Hunch" perk is your ticket to becoming the duct tape wizard of the Bundy circle. With a roll of tape and a can-do attitude, you'll patch up everything from leaky faucets to the family car's bumper. Your fixes are quick, often temporary, but always delivered with a confident nod that says, "That'll hold." Post-Jump, this perk transforms into a universal fix-it sense, allowing you to jury-rig solutions in any world, whether it's patching starship hulls or mending magical artifacts.

Couch Potato Cultivation (600CP - One of Al Bundy's Friends)



With the "Couch Potato Cultivation" perk, you elevate lounging to an art form, always finding the sweet spot of any sofa that cradles you like a cloud. Your ability to relax is so potent, it permeates the room, softening the ambient noise and dimming the harsh lights to create a haven of tranquility. Visitors can't help but sink into a state of blissful repose, as your chill vibes turn tense atmospheres into serene retreats. Post-Jump, this perk grants you the power to diffuse tension on a cosmic scale, transforming battlegrounds into sanctuaries of peace with your mere presence.

The King of Crude Humor (200CP)



With a throne built on the foundations of sarcasm and a crown of snark, you reign supreme in the realm of crude humor. Your jokes may not be for the faint of heart, but they're always a hit at parties and gatherings. You have the uncanny ability to lighten the mood or break the ice, no matter how tense the situation. People around you might roll their eyes, but they can't help but laugh at your outrageous quips. Just remember, with great power comes great responsibility - use your humor wisely, or you might just end up with a foot in your mouth.

Items

Items are discounted 50% for respective origins.

Bundy Family Bowling Ball (100CP - Bundy Clan)



Behold the "Bundy Family Bowling Ball," a marvel of the lanes that ensures a strike with every roll, leaving onlookers in awe and opponents in despair. Post-Jump, this ball's magic extends beyond the pins into any sport, granting you unerring precision and success in endeavors that require a perfect strike (however you will need to have the bowling ball within visual range for the magic to work post-jump).

Al's Ultimate Remote Control (300CP - Bundy Clan)



The quintessential gadget for any Bundy Clan member. This universal remote is not just for flipping through channels; it's a master key to all your electronic needs, effortlessly commanding TVs, stereos, and even the most stubborn garage doors. With a simple push of a button, you'll wield the power to silence any device—much to Al's delight during a sports game. Post-Jump, this remote's capabilities expand, allowing you to interface with technology from any universe, turning alien tech into child's play and making you a maestro of machinery. It's not just a remote; it's your all-access pass to the digital world, Bundy-style.

Al’s Dodge (600CP - Bundy Clan)



"Al’s Dodge" is the ultimate escape vehicle for any member of the Bundy Clan, notorious for its uncanny ability to never start when you need it to. This legendary car is your go-to excuse for slipping out of any awkward family gathering or neighborhood feud—just pop the hood and pretend to tinker. The beauty of this item lies in its consistent inconsistency, a trait that becomes endearing over time. Post-Jump, "Al’s Dodge" retains its quirky charm but gains the reliability of a trusty steed in other worlds (never breaks down and has unlimited range), always ready to whisk you away from impending doom or simply to make a dramatic exit. It's not just a car; it's a lifestyle—a Bundy lifestyle.

Ultra-Bright Flashlight (100CP - The Neighbor)



The "Ultra-Bright Flashlight," a must-have for any vigilant "Neighbor", is your beacon in the darkest of nights and the murkiest of situations. With a beam that can rival a lighthouse, this flashlight ensures that not even the sneakiest of nocturnal critters—or Bundys—can escape your watchful gaze. It's not just a light; it's a symbol of your unwavering vigilance, a tool that says, "I see all, and I see you." Post-Jump, this flashlight illuminates more than just your path; it becomes a guiding light in any realm, revealing secrets hidden in shadows and guiding lost souls. Whether you're patrolling the neighborhood or exploring new worlds, the "Ultra-Bright Flashlight" is your trusty sidekick, shining a light on truth, justice, and the neighborly way.

The Ultimate Grill (300CP - The Neighbor)



"The Ultimate Grill" is the crown jewel of any "Neighbor" origin's backyard arsenal, a gleaming beacon of culinary prowess that turns every barbecue into a block party. With its infinite charcoal and self-cleaning grates, this grill cooks up the juiciest burgers and the most succulent ribs without so much as a singed apron string. Neighbors can't help but gravitate towards the mouthwatering aromas, making you the unofficial mayor of Meatville. Post-Jump, this grill isn't just for meats and veggies; it adapts

to any world's cuisine, searing, smoking, and sizzling whatever exotic ingredients come your way.

The Welcome Mat of Friendship (600CP - The Neighbor)



This enchanted mat, woven with threads of goodwill and cheer, greets anyone who steps on it with a wave of warmth and an instant feeling of belonging. It's the perfect item for "The Neighbor" origin, turning strangers into friends and friends into family with just one step. Post-Jump, this mat retains its magic, ensuring that wherever you lay it down, you'll be surrounded by allies and companions.

It's not just a doorstep decoration; it's the foundation of a friendly, tight-knit community, no matter the universe

Omnipotent Duct Tape (100CP - One of Al Bundy's Friends)

The Omnipotent Duct Tape is a remarkable roll of tape imbued with incredible power and versatility. This duct tape has the magical ability to mend, fix, bind, and create just about anything. Post-Jump, the Omnipotent Duct Tape transcends its humble origins and gains the capability to repair and maintain even the most advanced technology, including starships and futuristic gadgets.



Tool Belt of Endless Tools (300CP - One of Al Bundy's Friends)



Become Al Bundy's most resourceful pal with the "Tool Belt of Endless Tools," a magical accessory that's a must-have for any DIY enthusiast. This enchanted belt is a bottomless pit of practicality, offering up the perfect tool for any job, from tightening screws to assembling furniture. It's like having your own personal hardware store wrapped around your waist. Post-Jump, this belt's magic doesn't wane; it adapts to any world's tech, providing you with everything from nanotech screwdrivers to interdimensional hammers.

The Jiggly Room (600CP - One of Al Bundy's Friends)



The Jiggly Room is a legendary establishment that exudes an air of mischief and revelry, embodying the spirit of fun and camaraderie as enjoyed by Al Bundy and his cherished friends. Post-Jump, The Jiggly Room will be seamlessly integrated into your jumpchain warehouse and includes followers as Rocki Mountains, Sierra Madre, and Shae Shae.

Married... with Children DVD Collection Special Jumper Edition (50 CP)



Introducing the exclusive “Married… with Children DVD Collection: Special Jumper Edition”! This unique set not only includes all 10 outrageously funny seasons of the iconic sitcom, but also features a special twist: a brand-new character, the Jumper, seamlessly integrated into the Bundy family shenanigans. From Al’s shoe store misadventures to Peg’s couch commentary, the Jumper’s presence adds a whole new level of comedy.

This collector’s edition is a must-have for fans of the series and collectors alike, offering a fresh take on the episodes you know and love with a twist that’s sure to entertain.

Companions

Companions are discounted 50% for respective origins.

The Bundy Family (200CP - Bundy Clan)



"The Bundy Family" companion option grants you the opportunity to bring the entire charismatic and dysfunctional Bundy clan along as loyal allies in your future jumpchain adventures. Led by the lovably cantankerous Al Bundy, the family includes his irreverent wife Peggy, mischievous daughter Kelly, and cynical son Bud, each offering their own distinct personalities and quirks to your journey. This unforgettable group of companions brings with them a wealth of comedic moments, unwavering loyalty, and memorable

interactions that are sure to liven up any jump you decide to bring them along to. The Bundy Family all take up 1 companion slot.

Just in case you don’t want the entire Bundy Clan:

Al Bundy (100CP - One of Al Bundy's Friends)



You can bring the cantankerous and lovably grumpy patriarch of the Bundy family as a companion on your jumpchain adventures. Al's cynical humor, jaded outlook on life, and iconic one-liners will provide endless entertainment and a dose of realism amidst the chaos of traversing the multiverse. Despite his flaws and constant complaints, Al's unwavering loyalty, resourcefulness, and street-smart savvy make him a valuable ally and friend to have by your side as you face the challenges of future jumps.

Peggy Bundy (100CP)

You can bring the iconic and lovably dysfunctional matriarch of the Bundy household on your jumpchain adventures. Peggy's larger-than-life personality, quick wit, and unapologetic attitude make her a memorable and entertaining addition to your travels, bringing humor, sass, and a touch of glamour to every situation.



Kelly Bundy (100CP)



You can bring the iconic and lovably ditzy daughter of the Bundy family with you on your jumpchain adventures. With her stunning looks, charming personality, and comedic flair, Kelly Bundy is sure to bring a touch of glamour and entertainment to your travels through the multiverse. Despite her reputation for being a bit of an airhead, Kelly's loyalty, resourcefulness, and unexpected moments of brilliance make her a delightful and valuable companion to have by your side as you face the challenges and adventures of each jump.

Bud Bundy (50CP)

You can bring the lovably sleazy and perpetually unlucky son of the Bundy family with you on your jumpchain adventures. With his constant schemes, sarcastic remarks, and charmingly flawed nature, Bud Bundy is sure to bring a mix of humor and mischief to your travels through the multiverse. Despite his shortcomings, Bud's street smarts, resourcefulness, and occasional strokes of genius make him a surprisingly valuable and entertaining companion to have by your side as you navigate the challenges and escapades of each jump.



Marcy and Jefferson D'Arcy (**100CP - The Neighbor**)



You can bring the quirky and dysfunctional neighbors of the Bundy family with you on your jumpchain adventures. With their unique blend of snarky humor, eccentric behavior, and unexpected depths, Marcy and Jefferson D'Arcy are sure to add a touch of chaos and unpredictability to your travels through the multiverse. Despite their bickering and idiosyncrasies, the D'Arcys' loyalty, resourcefulness, and surprising moments of insight make them a dynamic and entertaining duo to have by your side as you face the trials and tribulations of each jump.

Drawbacks

Bundy Curse (100 CP)

The "Bundy Curse" drawback is like having a personal rain cloud following you around, but instead of rain, it's a downpour of hilariously disastrous events. From your socks mysteriously disappearing to your car breaking down at the worst possible moments, the curse ensures that life is one big punchline at your expense. Your attempts at smooth sailing are met with Murphy's Law on steroids, leaving you questioning whether you're the star of a cosmic sitcom. Despite the chaos and mayhem, remember to laugh at the absurdity of it all and embrace the Bundy Curse with a "Peg it 'til you make it" attitude. Just don't be surprised if even the universe can't keep a straight face in the presence of your cursed shenanigans.

Peaked at Highschool (100 CP)

The "Peaked at Highschool" drawback has you not just reminiscing about the glory days but stuck in a perpetual time loop of varsity jackets and questionable fashion choices. Your once illustrious reputation as the king or queen of the school halls now follows you like a shadow, forcing you to relive your teenage awkwardness with a futuristic twist. Prepare for cringe-worthy encounters with former classmates who are now oddly successful, as you navigate a world that can't seem to let go of your teenage triumphs and traumas.

Dead End Job (200 CP)

The "Dead End Job" drawback has you stuck in a never-ending cycle of soul-crushing work at the mall, complete with fluorescent lighting and monotonous elevator music. Your career trajectory has hit rock bottom, leaving you to ponder life's big questions while manning the cash register at the shoe store. Colleagues with questionable fashion sense and unruly customers are your new daily grind, as you strive to find meaning in a job that makes you question if you're living in a sitcom. Remember to smile through the tears and embrace the absurdity of it all, because in the world of dead-end jobs, the only way out is through the clearance bin.

Penny pincher (200 CP)

The "Penny pincher" drawback forces you to navigate the world of budgeting and bargain hunting with the finesse of a seasoned cheapskate. Gone are the days of splurging on designer clothes or fancy dinners; now you must make do with hand-me-downs and discount bin treasures. Your frugal ways may earn you strange looks from your family and friends, but hey, who needs brand names when you've got the satisfaction of pinching pennies like a pro? Embrace the challenge of living on a shoestring budget, because in the world of penny pinchers, every cent saved is a small victory worth celebrating. (Any perks or items that give you free money are suspended for the duration of this jump.)

Delusions of Adequacy (200 CP)

The "Delusions of Adequacy" drawback sees you strutting around like a peacock, convinced that you are the epitome of stylish sophistication and sartorial elegance. Your questionable fashion choices and over-inflated self-confidence make you a walking, talking fashion disaster that even the Bundy family couldn't compete with. Despite your delusions of adequacy, those around you can't help but cringe at your mismatched outfits and misguided attempts to be a trendsetter. So go ahead, keep living in your own little world of fashion faux pas, because in the realm of delusions, ignorance truly is bliss.

Midlife Crisis (200 CP)

Ah, the infamous "Midlife Crisis" drawback in the Bundyverse – where your jumper suddenly finds themselves sporting a mullet, a Hawaiian shirt two sizes too small, and a questionable obsession with sports cars. Forget about saving the world or conquering galaxies; your primary mission now is just trying to recapture your lost youth without embarrassing your family even more than usual. Get ready for midriff-baring shirts, ill-advised tattoos, and an inexplicable desire to join a bowling league – because nothing says "midlife crisis" like trying to relive your glory days in the least dignified way possible.

Cringe Magnet (200 CP)

the "Cringe Magnet" drawback turns you into a walking, talking embarrassment magnet, attracting cringe-worthy moments like a moth to a flame. From awkward social interactions to painfully bad jokes that fall flat, you can't seem to catch a break as cringe-inducing situations follow you wherever you go. Your family watches in horrified amusement as you inadvertently become the star of your own cringe compilation, with each day bringing a new level of secondhand embarrassment. So strap in, embrace the cringe, and remember: sometimes, the best defense is just to laugh at yourself and hope for the cringe to pass.

Foot in mouth disease (300 CP)

You find yourself constantly putting your foot in your mouth as you unintentionally offend women with every word you speak. From accidentally complimenting women on their “childbearing hips” to asking if they’ve tried the latest vacuum cleaner model, your attempts at apologizing only seem to make things worse, as you stumble over your words and inadvertently make things even more awkward. Get ready to put your foot in your mouth so often, you'll start to wonder if you've developed a taste for leather. Remember, in this world, even compliments can be construed as micro-aggressions faster than you can say, "But I meant it as a compliment!"

Optional Scenario

The 1990’s Kardashians



In this scenario, the infamous 1990's Kardashian family, known for their lavish lifestyle and penchant for drama, moves in next door to the Bundy family. The Kardashians stir up the quiet streets of the Bundy’s suburbia by bringing their high-fashion sensibilities and reality TV antics. As the Bundy's grapple with the incessant noise, chaos, and attention-seeking behavior of their new neighbors, tensions quickly escalate as the two families clash over values, priorities, and the stark differences in their lifestyles. The Kardashian's glitzy and glamorous ways clash with the Bundy's blue-collar mentality, leading to a series of comedic confrontations, misunderstandings, and rivalries that test the patience and resolve of both families. With Al Bundy's sarcasm and Peggy's quick wit pitted against the Kardashian's larger-than-life personalities and constant need for attention, the stage is set for a

battle of epic proportions as the two families vie for dominance in the neighborhood, with hilariously disastrous consequences for all involved. Will Kim become the queen of the shoe store, or will Kelly teach the Kardashians a thing or two about true style? Can the patriarchs, Al and Robert, find common ground, or will their rivalry be the talk of the town?

If you took the **Bundy Clan** origin, your objective is to Out-Bundy the Kardashians where you will showcase the Bundy's unique charm by outdoing the Kardashians in a series of suburban challenges, from garage sales to BBQ cook-offs, proving that money can't buy everything.

If you took **the Neighbor** origin, your objective is to broker a peace deal between the feuding families by organizing a neighborhood event that blends the best of both worlds, ensuring that both the Bundys and the Kardashians contribute equally to its success.

If you took the **One of Al Bundy's Friends** origin, then you must prove your loyalty to Al by helping him navigate the Kardashian-induced chaos. You must assist Al in concocting schemes to reclaim his throne as the king of the neighborhood, whether it's through a battle of lawn decorations or a sports trivia night at the local bar.

The reward for completing this scenario is an additional bonus of 500 CP which you can use to buy more items and perks in this jump or use in the next jump. Alternatively, you may deposit the 500 CP bonus in "The Bank" if you took the "The Bank Supplement".

Failure to complete this scenario just means that you do not get the 500 CP bonus and you will be dragged into Bundy-Kardashian shenanigans for the rest of this jump.

Conclusion

After a decade-long journey through the raucous and unpredictable world of “Married… with Children,” you’ve come to the end of this particular jump. You’ve navigated the highs and lows, the laughter and the chaos, and now it’s time to decide your next step.

You can now choose to “Go Home”, “Stay”, or “Move On”.

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Other Jumpchain Documents by /user/randalReps

The Jerry Springer Show

Keeping Up with the Kardashians!

Cryptobros Jumpchain: The Blockchain Adventure!