Generic Supermarket Jump



By u/Sundarapandiyan1 (Daddycool101)

Congrats Jumper, you own a supermarket now. For these ten years you have to ensure the supermarket runs successfully.
Take these 1000 Cart Points (CP) and four tokens and make your build. Everything costs 100 CP unless specified otherwise. A token can be used to redeem any perk or item. If the Mart closes permanently before your stay ends, it counts as jump failure. (You can reopen it but it needs to be running before the jump ends).

Perks:

Service with a smile: No matter how long you or your employees work, you'll always greet your customers with a smile.

Overnight restocking: Your supermarket can restock any kind of item overnight. If you buy this once more, you'll get instant restocking.

No hablas Espanõl: You can speak any language your customers can speak.

Cart tracker: You always know where all the carts are in the Mart and can move and steer a large amount of them at once without stumbling.

Forklift certified: You've a forklift certification.

Always Fresh: The items in your mart stay fresh and don't expire as long as they are in your mart. Once they are removed, their expiry count starts so they need to be used before they expire (time is frozen for the items in your mart).

Member's Discount: It's easy for you to make people take a membership in your mart. The benefits are worth it (or so they believe but I don't know what kind of benefits you want to offer).

Loyal customers: People keep returning to buy at your mart. It may be your good customer service or the low prices but expect good sales.

Thank you for your work: You know how to appreciate a job well done or offer encouragement when the job could be done better.

Barter: Your Mart can accept items in exchange for selling goods when the other party can't give you money or you don't want their money. You know the exact amount of goods you need to give them.

Wheeling and dealing: You know who to approach for the best deals. The best suppliers and best customers, etc;

Good customer service: You and your employees know how to deal with all types of customers. You won't be getting bad reviews.

Items:

Discount coupons: Discount coupons for all the shops in the city you live in. You can't get more than 25% discounts per purchase but it's a large amount of money saved. Updates per setting and location.

Membership card: You've a membership card. A card for what? Any business that gives one to customers without any strict requirements. You get all the benefits a basic membership gives you but you can easily upgrade it if you want. The requirements are always easier in your case.

Supermarket: The Mart in all its glory follows you on the chain. Its catalogue of goods updates to add items sold in supermarkets (or markets) in the jumps you visit in the future and have visited in the past. You could add items you've bought in a jumpdoc to the Supermarket's list of available items but I'd advise caution. The prices of those items depend on their rarity and power level. (So, while you can sell a completely functional Numidium, its value is such that it's almost impossible to buy). Violence is prohibited in the Mart or in its parking area. Anyone trying to attack would be teleported outside immediately. Any plastic packaging used for the items in your mart is biodegradable plastic that decomposes in weeks when buried in the soil.

Mart customisation:

400 points for this section only. Each section bought gives you a minor perk.

Fresh produce section (Free): Your Mart sells fresh veggies and fruits alongside whatever groceries it usually sells. (You know how to grow crops and work on gardens).

Dairy and Meat (Free): Your Mart sells dairy products and meats of all kinds sold in your locality. (You know how to care for farm animals and how to butcher them for meat).

Alcohol (Free): Your Mart has an alcohol section too. You know how to brew and mix various types of edible alcohols.

Office supplies: Your Mart stores office supplies like books, pens, papers, etc; (You become good at organizing data and reports).

Bakery section: There's a bakery section that sells freshly baked goods. (You know how to bake and have nearly 10 years of experience in it).

Exotic food items section: What it says on the tin, items not usually found in your location but used elsewhere in the setting. (You can digest all kinds of food without any problem).

Kitchen Items: Pans, knives, plates, etc; (You know how to cook and have a decade of experience in cooking).

Pet foods: Food for all kinds of pets (Animals that are usually considered pets like you more and won't hurt you unless you hurt them).

Electronics section: Your store has an electronics section that sells video games, electrical items, etc; (You know how to make minor repairs to electronic goods).

Hardware section: Drill bits, nails, saws, etc; (You know how to make minor modifications to your home and how to maintain it).

Guns: Some big stores do sell guns. You've the licence to sell guns and ammo. (You know how to shoot. Ten years experience in using guns).

Bookstore: Your store sells novels and other books. (You learn and read faster than before. Two times faster in fact)

Fashion section: Clothes, accessories, makeup, etc; (You know how to repair clothes and what clothes and makeup suit you best in a given situation).

Toy section: Collectible cards, card games, toys, etc (You pick up card game and tabletop game rules faster and are slightly luckier when it comes to games of chance).

Outdoor activities section: Camping, Hiking, etc; (You know how to live off the land and survive in the wilderness).

Automobile goods section: Tyres, spare parts, etc; (You know how to maintain and repair civilian vehicles).

Rented spaces: Smaller stores that rent space in your supermarket. It may be a game arcade, a cafe, etc; (Businesses want to make deals with you, usually in your favour. Your store has two empty spots for any businesses that want to use it. It's always profitable).

Companions:

Your store has some followers working in it but these guys come with personalities and interests. You get 200 CP to spend in this section. You can import up to 8 companions for free, who get 400 CP each to buy perks. If you have more than 8 companions, they can be imported too but they can't buy anything and only get a background in the setting.

Peppy Newbie (50 CP): The new girl. She's fresh out of school and is super optimistic as a result. Blonde haired and blue eyed, this girl welcomes everyday with a smile and works to put a smile on the face of everyone. She learns fast so she's working as the cashier (checkout clerk) these days.

Tired Goth (50 CP): This woman could be thought of as the platonic ideal of a big tiddy goth waifu but she's tired of working in a supermarket. The only reason she returns to work is because of a lack of opportunities or so she says. But she messes up interviews to stay working for you. She keeps complaining but does whatever task you ask her to do. She really likes you but is too goth to break character and say sappy shit.

Outdoors enthusiast (50 CP/Free if you have the outdoor activities section): A divorced single dad, his wife left him and his daughter to make it big in the big city. She didn't make it big but she left behind a ruined family. He likes his job and going on camping and hunting trips and loves his daughter (10 years old). The daughter counts as a follower who can be imported as a companion in future jumps. If you like him, the best way to get together with him is by making his daughter like you. He's a really nice guy but he doesn't have great ambitions. He just wants to have a peaceful and happy life with his daughter and maybe marry once more.

Bakery Grandma (50CP/Free if you have the bakery section): This woman in her late 50s is still pretty beautiful (some might even call her a GILF but she'll frown if you say it to her face). Her husband died a decade ago and her daughter left a few years ago after getting married so she decided to follow her dream of opening a bakery by opening one in your mart. She makes really good cakes and cookies. And wants to get back to the dating scene because she still feels alone.

Fashionista (50 CP/Free if you have the fashion section): She used to be the most popular girl in her high school, a cheerleader who was nice instead of being a stereotypical

mean girl. Unfortunately she's not that bright when it comes to studies so when her dad's company went under, she had no choice but to work in your mart. She absolutely loves being fashionable and wants to help everyone look their best. Occasionally, she takes some highschooler or the other as a pet project of sorts where she helps them dress and look better. (It's a practical joke of sorts where she helps the class nerd look better than the head cheerleader).

Bookstore nerd (50 CP/Free if you have the bookstore): This woman with glasses and two braids (for some unknown reason) works in your bookstore and loves reading books. She's too shy to become a teacher but gets really excited when someone wants to find a book to read. She thinks everyone should try to read a book once in a while and is extremely helpful to customers (as long as they're there to buy a book that is). If taken on the jumpchain, she'll try to buy as many new books as she can in that new world.

Sportswoman (50 CP/Free if you have the sports section): She used to be the sports star of her school but then a knee injury dashed her dreams to the ground. Now she works in the sports goods section of your store and is a total fitness nut. She tries to help every employee in the store stay fit, including you. She's tall, attractive and incredibly fit and would be grateful to you if you have some way to heal her and won't mind reliving her sports star dream in another world.

Sheldon (50 CP): Sheldon doesn't work for you. He came to buy something one day and decided that your electronics section sucks so he made himself a volunteer at that part of the Mart and helps customers buy what they need. He's somewhat rough around the edges but he's extremely talented when it comes to science and electronics.

Karen the Karen (50 CP): The first words she speaks in any establishment are "I want to speak with your manager", this entitled middle aged white lady is a pain in the ass for every business owner in the city. Her name's Karen and she's a stereotypical Karen like the ones shown in memes. With her stereotypical Karen hairstyle, she tried to pull the same shit in your mart but you weren't taking any of it and smoothly countered her. After that, returning to your mart became her daily job. She has enough money from a messy divorce and her kids stay in a boarding school so she has enough time to make everyone else miserable. In you, she found someone who can stand up to her and decided that she'll follow you on the chain and help you out. Her browbeating techniques and nagging work on every business other than yours so expect to get massive discounts and offers but you'll be hated by retail employees everywhere for taking this menace with you.

Loyal Customer (50 CP): This dainty looking lady with long black hair is in fact a dude who wears women's clothes because it's fun and helps him buy more when a sale is going on (by acting all cute and sweet with the other customers). Despite his thin physique, he's incredibly strong and can carry enough items to tire a bodybuilder. You found out about his tactics but decided that you don't care. He has 9 younger brothers so the only way he can feed all of them is by buying whatever he can during discount sales. He seems to have formed a crush on you when you gave him a membership card for free. His brothers count as followers. He wears glasses because it makes him look cuter or so he says.

Drawbacks:

Each drawback gives you 200 CP unless specified. Extended stay can be picked multiple times.

Supplement toggle (+0 CP): Usually you would have entered a generic modern earth but with this toggle, you can pick some other jump to supplement this jump. You'll still need to run a supermarket. This can be used to enter a setting without a jump or maybe even a fanfic setting.

Extended stay: You can extend your stay for a decade. Can be taken as many times as you want.

Shitty customers: Your customers are the worst. They're annoying, stupid and careless. You'll regret taking this drawback.

Lack of profits: Your Mart doesn't make enough profits, if you work hard you'll barely make enough to keep running the store. Closure of the Mart counts as jump failure.

Shitty products: Your products lack quality. You'll still get customers but this will be the desperate ones who can't buy the costlier products. This gives your mart a bad reputation and makes middle class and above families stay away from the Mart.

Thieves: Your Mart attracts thieves and thugs from all corners of the city. They break in even if you have the most advanced technology or magic and steal just enough to make it so you can still run your mart without closing it. But it becomes annoying when thieves steal from your store every other month.

Zombie Apocalypse: It doesn't have to be a zombie apocalypse but yeah, your world is in the middle of an apocalyptic event. Zombies, return of magic, alien attacks, portal invasion, etc; you still need to run your mart so expect attacks on the regular or people trying to steal from your mart for survival. You need to ensure your mart is in one piece by the end of the decade. This drawback ignores the rule that the Mart keeps running or you chainfail. As long as you and your employees are alive and can reopen the mart at the end of the decade, you win. This drawback can be taken **multiple times** and each time it adds a new apocalyptic problem to the world.

Notes:

Someone on QQ was talking about wanting to make a Generic Supermarket jump in the supermarket style for April Fools and I just had to make this. It started out as a joke but then became a serious jump halfway through.

You can change the gender, sex, sexual orientation, etc; of the original companions.

Companions can't buy items because I felt it's more fun when all of you are running a single Supermarket together instead of each of them running one each and it decreases the tension (whatever tiny amounts there is because now you have a supermarket chain). Any purchases your companions make would boost or affect your Supermarket wherever it makes sense.

As a reward for using the jump and reading the notes section, you gain access to the online delivery catalogue that ships any commercially buyable items overnight to your location. (You need to pay to get them and their value changes depending upon the prices in your entry location in the jump). The catalogue updates to add any new items you come across or buy in the jumps and settings you've been to or will go to.