



Isekai Izakaya 'Nobu'

Version 1.1

Jump Created By:
Mechlionzet

Based upon the Media By:
Natsuya Semikawa (LN Author)
Kururi (LN Illustrator)
Virginia Nitouhei (Manga Illustrator)
Sunrise Entertainment (Anime Publisher)

“In Kyoto, Japan lies a Bar called ‘Nobu’, only it has a door that connects to another world. The visitors include the denizens of the other world and customers seek out its excellent “Toriaezu Nama” ale and cuisine.”

Welcome to the wonderful world that is Isekai Izakaya ‘Nobu’, Jumper. It’s a setting that doesn’t really involve a lot of conflicts and often involves a lot of food porn and critique. Are you sure you want to spend ten years here?

Huh - I guess you need a vacation or something. Have I been hard on you? Well, I guess I’ll give you this one, just don’t expect me to be this nice in the future. I expect an adorable slice of life and plenty of awesome food!

|+1000 CP|



Location

There are only two locations for this jump and it's either Izakaya 'Nobu' (or whatever you name your Bar) or the Other World, which is definitely *not* Germany. Nope, no sirree. No Germany here. We call it Aitheria.

Origin

You get to keep the gender you are born with and age is dependent upon your origin. Choosing a different gender or age is 100 cp~.

Drop-In [Free]: So you're just here for the food and the booze, eh? Not gonna lie, but you're pretty much just going to be carousing for most of your ten years here. You might even get a trade or a job while you're at it. Got to pay your bar tab somehow. Your age is $20 + 1d8$.

Owner [Free]: Instead of Nobuyuki, you are the Owner and Chef of the Izakaya. Of course, you could still keep the name, but are you really a Nobuyuki? It's easier to be this if you are a man, given the patriarchal nature of the Other World, but don't let your gender keep you down. Be the Proprietress you were meant to be! Your age is $20 + 2d8$.

Staff [Free]: You end up being the second Waitress (or maybe even a Dishwasher) on staff at Izakaya Nobu. Along with the lovely Shinobu, you make every patron feel like they belong and keep them happy. If you don't want to be a Waitress, a Waiter is fine too. Your age is $14 + 1d8$.



Perks

All 100 CP perks are free to their origin. All other perks are discounted 50% to their origin.

Drop-In:

Get Yourself a Trade, Son. [100 CP]: Well Jumper, you're here to carouse and have fun. It's a shame you need money to afford your partying. Well, look no further than this! Pick a trade or occupation and you now have a job in it locally. This perk is something you can toggle in your future jumps as well. You essentially get the skills of a Master in your trade or occupation, because we all know you don't like to be a follower.

Have it Your Way [100 CP]: Do you have particular tastes in food and booze? Well, no matter where you go now, the restaurant or bar you visit will have what you want. It doesn't matter if it's not part of their menu, they will suddenly find out they have the exact ingredient/knowledge for the meal or the exact brand/type of alcohol you are seeking. This also encompasses finding specific items/services in other stores too.

Drink Like a Fish! [200 CP]: Your tolerance for mundane alcohol borders on the scale of gods! You could polish off a few bottles of man-made booze and just feel tipsy. It would take alcohol crafted by deities to get you fershnickered. Even then, it's difficult for you to get blackout drunk. This makes winning drinking games a breeze~. You are also immune to alcohol poisoning, which also transfers over to food poisoning and consumed toxins --- for reasons~.

Gap Moe [200 CP]: You are the hardest of hard men, feared by even the bravest of soldiers. You are also the CUDDLIEST LOVEBUG EVER, as your significant other (or intended SO) can attest. Much like a certain guard captain, you can flip back and forth between Intimidating and Harmless at the drop of a hat. Of course, this just means that you can either be really intimidating to some or really persuasive to others.

Prosit! [400 CP]: Let's face it. Settling your differences over a hard drink is a time-honored tradition of humanity. You just happen to be the ultimate mediator when the drinks are on you. If you sit down for a drink with two feuding individuals, you have a higher chance of settling their differences. Who knows --- with the right amount of booze and a silver tongue, you could even settle a long-standing feud. Capulets and Montagues? Sit down to some Wine and you might get Romeo and Juliet a happy ending. Hatfields and McCoys? Knockback some moonshine with them and you might end it peacefully. Of course, you have to either bring or purchase the booze for this to work.

I Never Saw Them Come In... [400 CP]: When did you become Schrodinger's Cat, Jumper? I swear this is the last time I give you the chance to relax. Apparently, much like the Inari that visited Nobu, you've gained the ability to suddenly appear and disappear at will. Is it teleportation? Are you an illusion? Did you become a God when I wasn't looking!? I don't even know, but it's silent and sudden and is a lot like teleportation to others. However, it can only be done when you are not being observed or watched by others.

Me and My Friends! [600 CP]: When carousing in Bars, you often make acquaintances. Spend enough time with them and they might become friends. You can make friends easily when you take them to a bar, but not just any friends. These friends have connections. These friends have positions of power or are in places where they can get a hold of information you can't get anywhere else. You are a man with friends in both high and low places. You have a network that can be used to your advantage. If in a pinch, you might even get a favor or two. In every jump, you find it easy to develop a network of friends and accomplices. You just need to carouse a bit in the right or wrong places.

Noblesse Oblige [600 CP]: Aitheria is a feudalistic society where nobles and merchants have power and the peasantry serves them. If you had just gone for the **Get Yourself a Trade, Son** perk, you would have been either a part of the merchant class, bureaucracy, or peasantry. With this perk, you are now on the level of nobility! For 600 CP, you gain the title of Baron, which is a minor noble title overall, but grants you the ability to own land near Aitheria. You will be subject to nobles of a higher social status, but that's just politics. Either way, you're able to own land and collect tribute/rent from that land.



Owner:

Kitchen Skills~. [100 CP]: To be a Chef is to be the master of your domain. You now have the skills normally found in a classically-trained chef of a highly-rated restaurant. Of course, you might be a bit over-qualified for Bar food.

I Could Have Spent the Rest of My Life... [100 CP]: Snacks are an important thing in any Izakaya. They are lightly salted, go well with what's on tap, and are incredibly addictive. The snacks you make are so good that any patron that visits your establishment are instantly hooked, no matter their current attitude. These snacks also have a calming effect on their consumer to ensure they aren't annoyed for too long.

Inspirational Cooking [200 CP]: Your cooking is delicious, there is no doubt about that. However, your cooking can also inspire others greatly! The soldier will work ten times harder for a taste of your cuisine. The tax collector will be reborn anew for a wonderful meal you provide and go on to be a better person.

The Aura of a Great Historic Hero [200 CP]: A chef you may be, but you have the aura of a Great Hero to those who visit your establishment. Anyone that sees your work will feel a sense of awe or even hero worship as you continued to calmly and dedicatedly cook and plate delicious meals. Even the most hardened of patrons will see you as a dedicated chef and will come to see you as a good person, if not a friend. In essence, this makes it easier to befriend even the most hardened of individuals.

We Take Cash, Credit, and Gold. [400 CP]: Issues of currency can be a pain when dealing with denizens of other worlds coming into your business. You were originally equipped to take Yen rather than gold and silver coins. Well, you don't have to worry about that sort of thing now. Just place whatever currency you are paid into the currency storage unit you own and it will become the currency you need it to be overnight. This is a flat-rate transaction based upon the setting. It makes it easy to put into your bank of choice at that point. This only works on payments for services rendered and not currency purchased by CP.

Deal Making Cuisine [400 CP]: Well, you have the abilities of a four-star chef and the ability to cook food that will inspire and ensnare. Why not make food capable of literally finishing deals and affecting outcomes of negotiation? During any tense (or even mellow) negotiations, the food you serve will be so delicious that it will turn the tide in your favor (or in favor of those you wish it). While it doesn't subsume the will of the individual it affects, the food will make them more pliable to your own arguments and points. They will see more pros to your argument and the cons will be considered in passing. Overall, your food will impress them and give you the advantage you need in any negotiation.

Imperial Mandate [600 CP]: Nobu had a little bit of trouble due to the sale of lager rather than ale. Sure, the trouble was mitigated by the wonders of their food bringing a community to their aid, but it took the Mandate of an Emperor to end the trouble. You also have that Mandate and that Mandate now extends to jumps in the future. Any item or product that is normally banned in an area will not be banned for you. You essentially get whatever license needed to own, make, and/or distribute restricted/regulated goods and services. This even works for goods and services that really are illegal too.

Profit from Worthlessness [600 CP]: Much like the eel of Aitheria, there will always be a resource seen as worthless to a civilization. But to Nobu, it was an untapped resource waiting to be exploited. In each jump, you will find such a resource. Your exploitation of such a resource will lend you fame, fortune, and maybe even recognition in some other way. Monetary value is dependent upon the resource in question: precious metals that can be used for something no one has figured out yet yield more than that animal that people think is disgusting but is actually quite flavorful when cooked right.

But what about Jumps that don't have such noticeable resources? Well, a resource that is considered *worthless* will appear in that World for you to exploit to its fullest.



Staff:

Her Pure Smile. [100 CP]: Service is best done with a smile. Many in the customer service industry tend to forget this or even have trouble with it. You, on the other hand, are able to smile naturally at will and mean it. As long as you are working or aren't dealing with a completely hostile patron, you can keep on smiling to welcome your customers. Said smile will often enamor and/or calm patrons as they await their order.

Works as Diligently as a Honey Bee [100 CP]: You're a hard worker and it shows to everyone. The sight of you working the floor often brings a smile to the faces of those who visit. Hostile or irritated patrons will merely think of this as expected, though. You also get the endurance to work long hours without fail.

Older than you Look [200 CP]: For some reason, everyone seems to think you're younger. Your appearance will always appear to be youthful and beautiful in the eyes of others. You could be in your 20s and look as if you were in your teens. Or maybe you're 50 and looked to be 30. Either way, you seem to age just a tad more slowly than others appearance-wise.

The Goddess Pouring Wine [200 CP]: Serving someone alcohol can often be seen as a standard service. However, the alcohol you serve seems to be just that much better. Anytime you personally serve someone alcohol, its taste and quality are magnified greatly. Your Patrons will start declaring you to be a goddess before too long. This also extends to any other liquids you serve to others and can even make said liquids fortifying to others.

Kissu~ Day [400 CP]: Sometimes, things are misunderstood. You could say one thing to a person and they will tell someone else, only for the original message to be completely warped. You can now use this effect to your advantage. A completely harmless statement can lead to an avalanche of craziness in your favor. The mere mention of Kisu (the fish) being served that day can spiral into ideas of it being a day for Kissu (kisses). To top it all off, no one would even blame you for the misunderstanding. The guy you spoke to first will catch all the blame.

The Ultimate Taste-Tester [400 CP]: You have an odd ability to pick out flavors and determine what is good and what is bad. So great is your sense of taste that you are able to discern exact ingredients in a meal. Shinobu-chan was great at discerning what was great for customers and what needed more work. You gain a similar palette, but it gets even better. You gain an iron gut to survive some of the worst cooking disasters and suffer no discomfort. It won't help with the taste, but it keeps you from suffering from gastrointestinal distress.

Bar Chatter [600 CP]: Eavesdropping is very rude, but for you, it's a very important skill. You always seem to overhear something useful or interesting just by serving food to customers and listening to them air their woes. No matter how loud the background noise, nothing important will ever be drowned out. This extends to any large group of individuals outside of restaurants/bars too. And if you are seeking out something specific, this will affect the probability and you'll find just the right conversation to eavesdrop.

The Back Door [600 CP]: The Back Door of Nobu leads to Kyoto, Japan. At some point, a little girl named Eva chases a fox out the backdoor and gets lost in said city. Alone and confused, she comes across a shrine to Ukanomitama, a deity of food and agriculture. There, the fox that she chased sent her back home. You essentially get a free pass back to an area you declare to be your home for that jump. If you are ever to get in trouble or lost, all you have to do is wish/pray to *go home*. At that point, you wake up at home as if you had just appeared. This can be done even in the most dire of circumstances and extends to your companions as well. You can only have one *home* in a jump, as this ability involves a deep personal connection to the location.



Items

Drop-In:

Local Attire [Free Drop-In]: A set of clothing that fits the setting of any Jump. It changes to fit the jump you are in currently. Quality and Finery is determined by your occupation, locality, and origin for that Jump.

Whatsontap [100 CP, Free Drop-In]: A self-filling, chilled glass mug of the legendary elixir, Whatsontap. The purest and freshest alcohol ever seen (in a fantasy setting that is, it's honestly not top-shelf stuff in a modern setting).

Put it on My Tab! [200 CP, Discount Drop-In]: A modest allowance of drinks that renews each night, the bar tab is a traditional method of credit for booze. Of course, it only works if you aren't a complete dick to your bartender.

Door to Izakaya 'Nobu'. [400/600 CP, Discount Drop-In]: It would be sad for you to just disappear after a decade. You were such a wonderful customer and a good friend. Shinobu-chan might cry if you were to never show up again. Well, worry no more. In each jump, you will find a special door that will lead right back to Izakaya 'Nobu'. It is a door only you and your companions will see. This also allows you to visit the establishment of Jumpers who have taken the **Izakaya JUMPER** item. Tales of another strange Bar have reached your ears and have drawn your interest. Curious, you think of the other Bar by name and open the door --- to find another wondrous place.

For an extra undiscounted 200 CP, this door can now show up in your Warehouse as well. What's even better is that Izakaya 'Nobu' will become a centralized hub for any Jumper that purchases this item. Want to meet like-minded individuals with a sense of multi-dimensional adventure? You'll find them in 'Nobu'. It should be noted that this doesn't make your jump *multiplayer* but acts in a similar manner to the [Crossroads Tavern](#).

Allod [600/800 CP, Discount Drop-In or Free for the Jump Only]: This requires you to have the **Noblesse Oblige** perk in order to gain this in the current Jump. Without the perk, you'll only be able to acquire this *after* the jump. Either way, you are now the proud owner of a Country Estate and the land surrounding it, which is also known as an Allod to the Not!German people in the area. As a Noble, you would gain this for free, but you need to purchase it in order to take it with you after the jump. In essence, you gain a plot of land with resources and one to two villages under your protection. This Allod will either be placed into its own pocket dimension accessible from your warehouse or can be imported to your following jumps. The Allod's tech level will scale to whatever jump it is imported to and will fit into wherever it is placed. The value of this property is more in the resources and tribute/rent than anything else, which is the equivalent of a modern income of \$15 million per month overall.

For an undiscounted 200 CP extra, the Allod will come with a highly-trained group of levy troops (or highly-trained law enforcement offices depending upon the setting), who will be used to guard and defend the property. Without this, the Allod is reliant upon citizen militia or decently-trained law enforcement.

Owner:

Izakaya Uniforms [Free Owner and Staff]: A nice uniform worn by the owner and staff of the Izakaya that connects to another world. It never stains and is always clean and neat the next day of work.

Masterwork Chefs Tools [100 CP, Free Owner]: A Chef needs good tools to prepare and cook delicious meals. This gives you all the basic utensils and appliances needed to good some truly delicious meals. It might even impress some of the local craftsmen.

Supply Delivery [200 CP, Discount Owner]: An Izakaya needs supplies to run efficiently. From Alcohol to ingredients, it's all needed to give something to the customers. With this, you gain a daily delivery of ingredients and drinks to satisfy your companions and you. If you have the **Izakaya JUMPER** for beyond this jump, you gain supplies for it on top of the previously indicated amount. Either way, you receive restaurant-quality ingredients and drinks. However, the food and drink you receive has an added benefit of improving health, always tasting great, and curing minor ailments (this includes video game-like status effects such as poison, sleep, etc).

The Till [400 CP, Discount Owner or Free for the Jump]: It's a cash register. There are many like it, but this one is yours. You must purchase this in order to use it beyond this jump. However, your Till also has some fantastic functions. For one, it will automatically transfer excess funds into your vault/bank account depending on the setting. At the end of said Jump, all your funds in those locations will be transferred to your warehouse. It is also quite secure. Once locked, only designated waitstaff or you may open it. Anyone that tries to break into the Till will find themselves thwarted. Best yet, only your companions and you are able to lift it. Anyone else that tries will find themselves trying to lift an object many times heavier than they are capable.

Izakaya JUMPER [600/800 CP, Discount Owner or Free for the Jump Only]: A wonderful establishment named for you. Normally, you would get one for free as an Owner for this jump only. By purchasing this option though, you get to keep your Izakaya for future jumps. Each jump you enter, a door to your Izakaya will appear to admit customers and will last until you move onto the next jump. The back door will initially lead to modern-day Kyoto. But if this option is purchased, the back door will lead to either the back alley of the setting or the warehouse in future jumps. You have the option of working there part-time, but you will always be the designated owner of the establishment. Because of this, you can receive a monthly income based upon a *fund* that was established to mimic a salary or hourly wage (we'll say the equivalent of \$1000 to \$1500 biweekly). Your Izakaya will come with one free Shinobu-chan. She isn't a companion however and is strictly attached to the Izakaya as its permanent primary Waitress. The second story of the Izakaya can also double as a living space for the Cook you hire or for you.

For an undiscounted extra 200 CP, your Izakaya is now in a pocket dimension of its own and will allow other Jumpers who have taken the **Door to Izakaya 'Nobu'** item (or a similar perks/items from another jump) to enter your establishment as well. They would have heard tales of another Izakaya in their travels and maybe --- just maybe --- decided to try your place out too. Needless to say, they'd probably be surprised a Jumper has gotten into Nobu's niche market. It is also accessible from your Warehouse through the backdoor.

Staff:

Izakaya Uniforms [Free Owner and Staff]: A nice uniform worn by the owner and staff of the Izakaya that connects to another world. It never stains and is always clean and neat the next day of work.

Apartment [100 CP, Free Staff]: People need a place to sleep for the night and that goes double for the staff. No matter which world you are in or what life you lead, you will always have a simple studio apartment (or whatever equivalent residence for that world) available to reside. It comes with furnishings and basic necessities. You'll need to supply the food and other things though.

Staff Lunch [200 CP, Discount Staff]: Every day, you will find the fixings for your favorite lunch-time foods. The ingredients are always found in their appropriate places of storage when you go looking for them. When used to cook said lunch, the meal always comes out delicious. However, others may want it instead and if you oblige them --- that's when the magic begins. The meal you make will have an inspiring effect on them that will change their behavior towards being non-hostile towards you. The meal may even inspire an epiphany in them. In some cases, the person who eats your lunch may even become obsessed with it.

Good Luck Savings [400 CP, Discount Staff]: A lucky paper bill (the equivalent of 10 USD) kept in a charm pouch. This bill has both sentimental value and mystical power attached to it. Should you offer this bill to a shrine or church, it will bring divine fortune upon you for a single event. After a week, the bill will be returned to you as payment for a service rendered by a mysterious patron/customer.

A Small Shrine [600 CP, Discount Staff]: A small shrine dedicated towards some kami of business, food, and/or fortune, this small shrine can be placed in any of your properties and give it a level of divine protection. So long as you maintain it and leave offerings of fried tofu or something, this divine protection will protect the building it is in from damage, vandalism, and natural disasters. It also brings good luck to the building in the form of good patrons (for businesses) and wonderful visitors (for residences). Expect great tippers and affluent patrons to visit your business. On the visitor side of things, expect those with connections that can be friendly. On the plus side, a fox spirit of some sort will come to visit once in a while if the shrine is properly maintained. Said Fox Spirit will offer a service or a blessing on that visit.



Companions

Party Time~! [100/300/400 CP]: Whether it be one or more, it takes more than just you to have a Party, Jumper. For the cost of 100 CP, you can import two of your companions into the setting using any origin for free and an allowance of 400 CP to spend on perks and items. For 300 CP, you can import a batch of 8 Companions with the same allowance. You want more than 8 companions for your party? You mad man! For an unlimited amount of Companions, it's 400 CP. However, the companions beyond the usual 8 do not get anything except the origin and the freebies. Basically, Eight Companions get the origin and the 400 CP, while the remainder gets the Origin and the Freebies. You cannot make companions with this option.

Waiting Staff [200/400 CP, Discount Owner]: So you want more than just Shinobu-chan? Or maybe you want to make Shinobu-chan a Companion? Well, do I have a deal for you! For a *measly* 200 CP, you can either import, create, or take a canon character as a companion. They get the Staff origin for free and 600 CP to spend on perks and items. For 400 CP (which can be discounted as an Owner), you can gain a staff of 4, but is your Izakaya large enough?

I'm a Tax Man~. [200 CP]: Well, you've gained the allegiance of your very own Tax Collector. He could be Gernot from canon or someone completely different. While he does not necessarily come with an origin, he does get some perks. He gains the perk **Get Yourself a Trade, Son** for finance/tax collection specifically, which will make him a master of economics and tax codes for any jump he enters with you. He also gains the perk **Me and My Friends**, which will give him the contacts and information sources to be your number one support in any jump. If you do pick Gernot, just be sure to feed him plenty of good pasta~.

Guard Captain and Bride? [200/300 CP]: Whether he be the Legendary Berthold or some other Captain of the Royal Guard, you have gained the friendship of a rather strong warrior. He gains the perk **Get Yourself a Trade, Son** for royal guard/soldier, which makes him adept in the field of battle. He also gains the **Drink Like a Fish** and **Gap Moe** perks. If you do end up picking up Berthold (for an extra 100 CP), he will come with his wife Hermina. Hermina comes with the perks **Her Pure Smile** and **Bar Chatter**.

Fox Spirit [300 CP or Free if **Good Luck Savings** and **Small Shrine** are purchased]: You know that Fox Spirit that visited Nobu on occasion? Well, what if I told you they could become your companion? The Fox Spirit is **Immortal** (unaging and cannot die from natural causes) and will be treated as a Drop-In with the following perks added on: **Drink Like a Fish!**, **Prosit!**, **I Never Saw Them Come In...**, and **Me and My Friends!**.

Drawbacks

There is a 600 CP limit for Drawback purchasing.

Marriage Offers [+100 CP]: You receive them. You receive a lot of them. Mothers and Grandmothers, Fathers and Grandfathers, they all seek you out in order to arrange a marriage with their kids/grandkids. The catch to this is there's always something that's a deal-breaker to either side. The kid may be too young, too ugly, too stupid, or even King Brat of Bratdom. Either way, the intended SO is someone you either should not, could not, or do not want to be with. The less annoying offers are those with understanding parents, but there will be some that won't take 'no' for an answer.

Overly Exaggerated Reactions [+100 CP]: You know how amusing over-the-top reactions can be in anime and manga? Do you know how annoying such reactions are in real life? Well, guess what --- you're making those reactions now. It could be something as simple as a very well made knife and you'd be making strange commentary on the wonderful edge and well-crafted grip in some sort of grand theatrical display. Needless to say, more people will be annoyed by your actions than amused.

Drunken Eyes [+100 CP]: Much like a certain wannabe Minstrel, you cannot hold your drink. In fact, it only takes one glass before you're wasted. Such a lightweight would often be ridiculed if they couldn't back it up with some strength. This Drawback trumps the Perk **Drink Like a Fish!** when it comes to alcohol, but not poisons.

Thieves [+200 CP]: Nobu gained a wonderful dishwasher and waitress when a certain red-head tried to adorably steal the faucets of the kitchen sink. You will have no such luck. More often than not, you will find small items going missing only to show up at some other store nearby. Sometimes, you will lose glasses or even knives. Of course, any CP purchased item will be returned to you within a day, but anything not purchased by CP will be gone. I hope you make enough profit to afford replacements.

Legal Trouble [+200 CP/+300 CP]: It seems that something dealing with legality will pop-up frequently for you, Jumper. Whether it be the whole selling restricted items (such as lagers) or sudden accusations of tax evasion, you will be on the receiving end at least thrice a year. For 300 CP, you could even receive six legal issues per year. No matter which you choose, all of the issues will be serious enough to risk losing your Izakaya or your customers. Better think fast!

Offended Party [+300 CP]: Somewhere along the way, you've offended someone greatly. As a result, they will consistently be attempting to ruin your Izakaya's reputation or your own. They are rather powerful too, either a noble or a part of the merchant class. This means they have the resources to make your life troublesome --- or even get you into trouble with authorities of the nobility, government, or church. The next 10 years are going to be a hassle.

There is Only War [+600 CP]: Well, given the time this takes place, war is an inevitable fact of life. With Nobu, they happened to arrive during a peaceful time. Somehow, whether you own an Izakaya or frequent one, the Peace has been broken. By picking this little drawback, you have to deal with all the issues that come with a wartime situation. Whether it be food shortages or a decreasing number of customers or even going out to the front lines to fight (if you are a soldier by trade). Worse off, while this War starts just a year into your Jump, it will last until the ninth.

I hope you've had a wonderful time carousing and/or serving others, Jumper. However, it's now the end of your time here. It's time to make a decision~.

Should you Stay?

Wow, you've enjoyed your time here so much that you want to stick around? Okay, that seems fair. You get to keep what you've earned so far through the chain and stick around for some good food and fun.

Or Should you Go...

...Home?

Tired of your travels already? Okay, you can go home now. Plus, you get to keep everything you've earned and gained!

...Continue!

Heading out to the next Jump? Awesome! Go Forth, Jumper, and Prosper!

Changelog:

- 23/02/2020 - Version 1.11
 - Added Ending Section
 - Multiple Grammar and Spelling corrections
 - Added Page Numbers
 - Changed the issue of calling **Door to Izakaya 'Nobu'** and **Izakaya JUMPER** perks instead of items.