YouTube Playables: Business Simulators Jump
v1.0
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Hello jumper! Welcome to a surprisingly mundane world wherein you get to pick one exciting, fast-paced place of employment and spend a decade there. In this jump you will get to be a restaurant manager and cleaner, a surprisingly hands-on prison warden, or the manager of a thrillingly busy hotel.

Take **1000 Game Points** to fund your adventures.

Author's Note: *This is a sequel jump, specifically a sequel to my YouTube Playables jump featuring three more YouTube Playables being jump-ified. This time the games are My Perfect Hotel, Clean It: Restaurant Cleanup, and Prison Life. All three of these games are free and playable on YouTube. To play them, click here. My Perfect Hotel is weirdly difficult to find at times, but you can find it just by searching My Perfect Hotel Playable in the YouTube search bar.*

Starting Location

Your origin determines your starting location.

Hotel: You start inside a not-yet-busy hotel. You are dressed in your uniform and are the only person working. Hopefully, that changes soon, as there are already customers lining up to rent a room. If you select My Perfect Hotel as your origin, this is where you start.

Restaurant: A restaurant has hired you to be their cleaner/manager, and their first task is simple. You need to take the handy cleaning machine they've given you and clean their floors. Get to work jumper, as I can already hear people approaching, and they seem hungry. If you select Clean It: Restaurant Cleanup as your origin this is where you start.

Prison: There you are, warden! It's time to get to work. The prisoners are not revolting, but they get stir-crazy really easily, so putting them to work helps keep the peace. If you select Prison Life as your origin, this is where you start.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are perfectly compatible with being a drop-in.

My Perfect Hotel [Free]
Being a hotel owner and manager is tough work. Thankfully, you take to it with truly striking ease, making it look easy. You are an adaptable busybody with a wealth of skills and an impressive ability to get from one end of the hotel to the next.

Clean It: Restaurant Cleanup [Free]
Some folks don't know how backbreaking it can be to manage a restaurant. If you didn't before this jump, you'll quickly learn how tough it can be to make sure a restaurant is up and running and, very importantly, sanitary.

Prison Life [Free]
It looks like the thug life didn't choose you jumper. Instead, the law life did. With this origin, you're the warden of a prison, and you need to work to make sure no criminals break out, while also working to make your prison profitable.

Perks

Origins get their 100 GP perks for free and the rest are discounted to 50%.

My Perfect Hotel

Customer Service With A Smile [100 GP | Free for My Perfect Hotel]
Most people who visit a hotel don't expect to get face-to-face, one-on-one time with the boss. But this isn't most hotels and you aren't most bosses. You're exceptional at customer service and you are both a talented listener and a skilled speaker. When tempers flare you're the right jumper to smooth things over and to get people excited to come again.

Money Maketh Man [200 GP | Discounted for My Perfect Hotel]
One of your most important duties is training employees. And annoyingly it can be exhausting training someone. Thankfully you have found the perfect workaround. You have an ability to improve someone's skills by paying them more. When you offer cash incentives for people to do their jobs, both in terms of one-offs like bonuses and actual pay increases, they'll get better at their jobs. To help offset the costs of this in the long term you are a financial monster with a precise understanding of your own revenue streams and you can mentally chart how much a pay increase would help employee performance (and predict how much more money you'd get by using this on your employees in the long term).

Tip Titan [400 GP | Discounted for My Perfect Hotel]
Hotels are a shockingly tip-heavy industry. People are expected to tip at multiple points in their hotel experience. And now you can extract an amusing benefit from that weird reality. You can get paid at multiple points in any job you do. Each job you do is now broken down into different steps and each step you complete causes you to get paid a little. This money doesn't come from customers, it's actually generated by the world itself and how much you get depends on things like how fast you do a given task, how effectively you do it, and when applicable a customer's impression of you (as well as how much cash they themselves have). Most of the time this won't cause you to get a truckload of money but if you are skilled enough and you do the tasks of a customer who is quite wealthy then this'll give you a very tidy profit, one that doesn't cost a customer a thing.

Master Manager [600 GP | Discounted for My Perfect Hotel]
There's something about you, jumper… You're a real jack of all trades aren't you? Somehow you can do anything those underneath you or employed by you can do that is expected as a part of their job. If you oversee chefs you can cook every bit as good as they can. If you're the head of a cleaning crew you're every bit as talented as they are at making a place spotless. And this buff has an equally nice secondary feature; the more people you hire/are underneath your supervision the stronger this becomes. So if you're in charge of three maids, you're as good at cleaning as all three of them combined, not just the best of the three. This does not give you their skills at stuff that's not part of their jobs, but with this and some creative hiring practices you can get away with a lot. After all it wouldn't do if someone called for a manager only to find the manager was worse at their job than the employee whose error first made calling the manager

necessary would it? There may be a power to having more hands at one's beck and call but you have the raw power of skill at your disposal.

Clean It: Restaurant Cleanup

Cleaning Competence [100 GP | Free for Clean It: Restaurant Cleanup]
Huh… An interesting set of buffs here. Firstly the cleaner you are the more all of your skills are enhanced, though at most this is only a mild buff (though this buff grows the more you clean, and so if you clean enough and stay clean enough this can mean a lot). Still, it's handy and you can share it with others simply by cleaning something of theirs. Additionally you have a powerful vision and you can identify any and all things that mark something as less clean and you know how to clean them. Finally you can clean anything no matter how dirty or filthy, though supernatural dirtiness is much harder to clean than mundane muck, grime, dirt, or other such unclean things. You simply know what it takes to clean things and can always do so reliably, no matter what you're cleaning.

Spotless Space Business Opportunity [200 GP | Discounted for Clean It: Restaurant Cleanup]
This is interesting. You are just… attractive to investors. They adore you and routinely patronize your establishments. The cleaner such places are, the more attractive they seem to people with deep pockets who derive joy from throwing money at things and receiving returns on their investments. The cleaner your places of business are the more easily you'll be able to convince investors to invest in you and your establishments. Additionally the cleaner your places of business are the better you are at learning about business and becoming able to make amazing pitches that can actually persuade even those on the fence to invest in your establishments. Yes this is true of all places of business, not just restaurants (though they do get the biggest buffs from this).

Cleaning Cheat [400 GP | Discounted for Clean It: Restaurant Cleanup]
You have a curious ability when it comes to cleaning. You can clean the same area over and over, and once you've cleaned it a few times the whole thing it is a part of will become clean at once. With this you can use a sponge on a small part of a table and move the sponge in a circle enough times (with how many times depending on the size of the object) and the whole table will spontaneously become spotless. This works on anything and everything so long as the intent is to clean it and is both faster and simpler than properly, thoroughly cleaning something.

Cleanliness Is Next To Jumperness [600 GP | Discounted for Clean It: Restaurant Cleanup]
For many jumping is an exciting story of going from adventure to adventure. Plenty of chains involve adventurous superheroes who save world after world before sparking. Why would such figures bother doing the mundane work of keeping a place clean? Well you extract a direct benefit from keeping stuff clean and sanitary. Anything you personally clean becomes better in every respect for as long as it remains relatively clean. This doesn't protect it from dirt, grime, and other muck, but whether it's a gun or a restaurant stuff you personally clean, so long as you put in the work to clean it what you've cleaned benefits from your touch. In addition to things you've cleaned just being more popular and more effective overall, for as long as they are pristine they benefit from your crafting perks and if they were already benefiting from your crafting perks the effects of your crafting perks are bolstered.

Prison Life

Law & Order [100 GP | Free for Prison Life]
Jumper you're a pretty outstanding member of society. You're a law-abiding citizen who understands the laws of all societies you encounter intuitively and you have a remarkable ability to master laws. You are also given a curious amount of leeway when it comes to detaining and jailing criminals, able to capture people to jail and keep them in prison (so long as they have done an actual crime) with an astounding lack of oversight so long as your prison doesn't actually torture or murder them.

Escape Proof [200 GP | Discounted for Prison Life]
For some reason structures you either make or oversee are curiously hard to escape from. Places you're in charge of dissuade people from attempting to escape them if they're prisoners or have unlawfully snuck into them, and people who attempt to escape are amazingly unlucky in their attempts. It might be possible for an incredibly lucky, or almost supernaturally well-timed prison break attempt to succeed but it'd take nearly supernatural levels of luck and plotting. Expect your prisoners to be your prisoners until they serve their sentences. This buff also moderately empowers employees and followers of yours to have sharper senses in properties you own or oversee, and to give them somewhat better instincts and luck when it comes to keeping such places safe.

Jumper Reform [400 GP | Discounted for Prison Life]
Prisons in this world are a rough and tumble place. It takes a special sort to dispense the law and lay the smackdown on ne'er-do-wells. Thankfully, dear jumper, you're exactly the sort of special the doctor ordered. When you're in charge of reforming someone, you find that you are often strikingly well-suited to getting through to them, allowing you to see what sort of activities channel their talents, productivity, and stimulate them in ways that help them become more productive, positive members of society. And when you need to punish them, you understand how to do so effectively and safely. You can reliably rehabilitate prisoners and give them the tools needed to reintegrate into civil society successfully.

Law Of The Jumper [600 GP | Discounted for Prison Life]
Some prisoners are truly fearless. They are determined to be criminals and nothing will stop their efforts. But they haven't met you. You are the sort of person who can meet violence with violence and see your foes' plans grind to a screeching halt. If you stop criminals, they will accept their defeat and will cease their criminal activities. And you'll find that you'll always be rewarded for this, even if the criminals you stop are criminals you've already imprisoned. The reward doesn't have to be money, though it can be (and there'll always be at least a small cash prize for doing this, with it being bigger if you just get cash for what you've done). This'll even work if you're actively doing your job in stopping them such as if you're law enforcement or a bounty hunter. It's a curious little quirk but hey, a dollar a day, right?

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 GP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General

HR Office [200 GP]
This is a handy office with a number of different uses. First and foremost, you can use this to teleport to any business you own. The main reasons you'll use this, however, are almost certainly its other uses.

The employee here, an NPC-type friend who is friendly and always happy to see you no matter the day of the week or hour of your visit, understands that humans really are resources. They understand how to motivate employees and know how to turn your profits into investments that skyrocket the profits of your businesses. You can use them to instantly hire new employees for your company, and the money you invest allows them to instantly train new employees to an acceptable level of competence, and you can further invest in any given employee or yourself.

The real specialty of your HR manager is that they can devise "Upgrade packages" for you and other employees. You make a single one-time payment to purchase a given package, and it will immediately take effect. It upgrades either another employee or you, yourself, in an area you pick at the time you purchase it. These packages are especially good at improving the physiques of the employees, enabling whoever receives the package to become much faster, stronger, and altogether better at their jobs. There is no upper limit on this, but for each upgrade package you buy for someone the more expensive they become for that person.

There is a small blueprint of any given business you own or manage that you can walk over to and touch. Upon touching it a map of the place appears in your mind's eye and you can spend cash to instantly expand such locations. These expansions are surprisingly cheap, but become more expensive the more of them you do to a specific establishment. Normal expansions are still as expensive and time-intensive as they ought to be but don't make instant expansions more expensive.

Ad Breaks [200 GP]
This is… an odd power-up. With this item you'll see bubbles containing images of various things inside of them. They may contain an image of, say, a skateboard, a wad of cash, some numbers, or what have you inside of them. If you approach them and pop

them the world around you will come to a complete pause and an advertisement of some sort will play. This ad will last about a minute or so relative to your perception. When it's over you'll receive a power-up or reward of some kind.

You may get a massive buff to your speed, a huge amount of cash (usually equal to how much you'd make in a few hours deposited all at once into your bank account), maybe you'll get an increase to your energy or health, or maybe even your employees will temporarily become faster or otherwise better at their jobs. As you continue on your chain you'll get access to a wider variety of ads and rewards, with some maybe offering you ammunition for a gun, a boost to how much damage you deal, special items that can heal you like emergency potions, with the sort of rewards (and ads) you experience depending on the kind of jumps you've been to and the ones you visit in the future. These ads are also more common in places you own (and never break accidentally), but they'll appear frequently enough outside of such places. You can always roughly guess the reward a given ad will give you.

My Perfect Hotel

Supply Closet [100 GP | Free for My Perfect Hotel]
Supply closets. Anyone who has ever worked in a position that involves running to and from supply closets will swear by their importance. A well-stocked supply closet can be a surprisingly important part of any cleaning job or a job that otherwise involves preparing a space for new customers. These supply closets are placed pretty liberally throughout any business you're a part of and they are always supplied with exactly what you or your employees need, making it much easier for you and your subordinates to get anything from toilet paper to anything a hotel guest might need like towels, bedsheets, or bottles of water.

Reception Desk [200 GP | Discounted for My Perfect Hotel]
These reception desks are curious things. They can morph and take on any form that is suitable for various businesses, from being a desk where a cashier works to being a box office. These pieces of furniture not only protect your employees and provide a measure of professional distance between customers and employees, they also serve as a way to cool off customer tempers. For some reason customers tend to relax and feel their tempers ameliorate as they wait to speak to whoever is on the other side of them. Slow service could finally be leveraged into something useful!

These items are self-replicating and appear automatically at regular enough intervals in a given store or place of business that it never takes long to find them. It helps that employees assigned to these desks get mildly enhanced charisma and customer service skills with these buffs increasing depending on how successful a given place of business happens to be.

Your Perfect Hotel [400 GP | Discounted for My Perfect Hotel]
Your very own hotel… Or maybe even a whole hotel chain? This is one hotel that you can run however you see fit. If you actively guide this business and skillfully invest in your building then you will be able to gain stars (with enough stars opening up new hallways and floors, and none of which make the hotel any larger externally than internally). You can save up stars to purchase new hotels! Once you own a second hotel you can place it elsewhere in the world. These hotels retain changes across jumps and level up individually but are remarkably easy to invest in and grow at amazing rates.

Clean It: Restaurant Cleanup

Trash Cans [100 GP | Free for Clean It: Restaurant Cleanup]
This is a set of trash cans that appear in every room of every building you own or rent. These trash cans are both well-designed and they are perfectly, supernaturally sanitary. These trash cans can fit any and every piece of trash, waste, and any other filth. These trash cans dispose of trash and reward you with cash. Larger, nastier bits of filth reward you with more cash. These trash cans always stay clean, automatically cleaning themselves when they are used, and they smell amazing (as well as produce an aura that makes their surroundings cleaner, down to smelling better).

Omnicleaner [200 GP | Discounted for Clean It: Restaurant Cleanup]
This incredible device looks like a typical, albeit overlarge, vacuum but it's actually more than that. This device is an omnicleaner; a machine that can clean anything and everything. When it's active you can get on this machine and use it to clean the floor for a few minutes, during which it can easily clean an entire room. Every time this machine is active it will speedily clean an entire room, and afterwards it reinforces the cleanliness of the room it has cleaned for several minutes.

It has a very particular charging method; it has a short-lived battery life but when it's dead it enters a state of charging and dormancy that lasts a few hours but this period can be shortened dramatically by cleaning around it. The more cleaning that is done around the machine the less time it takes for it to recharge.

Restaurant Chain [400 GP | Discounted for Clean It: Restaurant Cleanup]
This is a chain of restaurants you now own. These restaurants can serve any kind of food you want them to serve and obviously meals you eat in one of them are free. These restaurants are remarkably good at basically running themselves, and they earn you a tidy little profit. Somehow the cleaner they are the more money they make. They idly earn you some money even if you are hands-off in your running of them, but if you run them well and keep them incredibly clean you find that they are visited by friendly investors. These investors will offer you incredibly lax, profitable deals that will help you expand your restaurant (in exchange for them getting a small slice of the pie) giving it new rooms, new staff, new tables and other sorts of seating for hungry customers and once a given restaurant has expanded enough you'll get an offer by an investor to build a new restaurant, expanding your chain, and in each jump you visit in the future you can import any number of locations you have into the setting, and sprinkle them throughout future settings you visit, allowing you to take the fruits of your labor with you into future jumps.

Prison Life

Security System [100 GP | Free for Prison Life]
This curious device is a small camera that covers an entire structure. It catches any and all criminal activities going on inside of the structure it is keyed to, and alerts you to any unlawful shenanigans as they begin to occur. You'll never be caught off guard by criminals ever again, jumper. You get one of these for each property and business you own moving forward.

Baton [200 GP | Discounted for Prison Life]
This is a handy collapsible baton you can fold up and put in your pocket. This device is perfect for self-defense and those you strike with it (so long as you are using it to protect yourself or others) are stunned. This device does not deal death by default and can only injure people enough to stop them from harming others, possibly by knocking them out or otherwise disabling them but never in a way that permanently and unduly harms them. When you use this properly, money springs from those you defeat, equal in amount to how much they've harmed others. This does mean that the right kind of white collar criminal could be worth a lot more than someone who murdered someone else in self-defense once.

Jumper's Prison [400 GP | Discounted for Prison Life]
This is a fascinating, expanding prison. It can perfectly, safely, contain any kind of criminal and has plenty of spaces for recreation, education, and work opportunities for those you incarcerate in it. You get to keep your prison and find that it always has inmates to house, rehabilitate, and release back into society. You can pay to expand its confines, opening up new rooms, including both new kinds of work stations or activities for your inmates and new cells with which to house inmates. You will always get paid for housing those you house, and there's enough food, living space, and resources, for you or any employees you hire to be more than comfortable despite where you are. Sometimes a jumper has to make the most of a bad situation. This place makes an idle profit even when you are not there to oversee it, and when you are away, your employees demonstrate enough competence for your prison to never end up on the front page of the local newspaper due to prison escapes or the like.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend GP to import companions into this jump, giving them 600 GP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 GP per person you do this for, or you can spend 200 GP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 GP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 GP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 GP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Random Events [100 GP]
This'll be quite annoying in time, dear jumper. This skyrockets the rates of random events that'll happen during your time here. In prisons this could be escape attempts or fights that need to be broken up. In restaurants it's stuff like food delivery app orders and customers wasting time on phones, holding up lines or refusing to leave their tables. And in hotels this is stuff like bathrooms needing resupplies, customers ordering room service (and not leaving until they get room service), and customers needing help with tech stuff like figuring out how to use the hotel phones in their rooms to call others out of the hotel. In each case these events will need your personal oversight to be

completed, no matter how obvious or easy it SHOULD be for your employees to handle it themselves.

Ad Spam [100 GP]
Ah, this. Well now basically every time you do something that gives you meaningful progress you'll be rewarded with an unskippable ad break. This ad break doesn't give you anything but it serves as an unpleasant break in the wake of you doing anything from opening up a new room in a hotel to hiring a new employee. These ad breaks will even smack you in your personal life, happening after you ask someone out or right as your daughter is about to graduate from high school. Time freezes during these ad breaks and no one else can see them so it's fine, but it is a time-waster, making this jump feel wildly longer due to how often this'll happen.

Customer's Always Right [200 GP]
Oh geez. This makes your customers, or prisoners in the case of someone who is a prison warden, far less reasonable, patient, and caring. This causes them to be just… worlds less pleasant to be around and to deal with, as well as more hostile, less prone to giving out tips, and more dangerous. Prepare for your time here to be more eventful but not in a fun way.

Realistic Employees [200 GP]
This is unfortunate. Now your employees are resistant to the buffs you may or may not be able to dole out and thus receive less benefits from each one. This doesn't completely negate such things, but it significantly lowers their effectiveness. You'll need to put more time into training them, overseeing them, and giving out thoughtful performance reviews to be able to see an improvement in their performances.

Health Inspector [400 GP]
While the name may sound keyed to the hotel or restaurant origin, this drawback affects all three origins equally. With this you are regularly visited by immortal, unstoppable, impartial health inspectors. These figures explore your establishments and will give you a ranking based on your adherence to health and sanitation standards. These rankings are absolutely important, and the worse you do in them the less people have to pay you (and the more you have to pay your employees as a result of making them work in unsafe, unsanitary conditions). If you fail these checks more than once in a row you face increasingly severe fines and can be closed down until you improve the conditions of your establishment, or even close you down permanently.

Fired? Failure. [400 GP]
The name is a bit of a misdirect. This drawback causes you to fail this jump, and thus in all likelihood your chain, if your business (whichever business you're a part of as a result of your origin) fails. Obviously this makes other drawbacks here wildly more dangerous.

Everybody's A Critic [600 GP]
Secret shoppers but for hotels, restaurants, and somehow prisons. No matter what kind of business you're in, there will be people who visit it who do so for covert reasons. These people are part of a network of professional reviewers, and the reviews they leave can be absolutely scathing. If they pan your establishment then you will face a real, significant debuff to the quality of the work done by your employees, your profits, and

misfortune will be significantly more likely to happen until you can get your act together with how harsh the review being linked to how rough the debuffs are.

Profit Progress [600 GP]
You can't leave this jump until your businesses have netted you ten billion dollars in profit. For an additional 200 GP this is specifically the businesses you are a part of due to this jump, not counting any outside businesses you import into this jump.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-As a mini-changelog this jump was first started on September 2nd, 2025, but only the initial formatting was done. In late December of 2025 I came back to it and began to finish it out. I published it on Christmas Eve, 2025.
-I really like bunching together similar enough playables, playing a good amount of the games in question, and then actually sitting down and making a useful jump out of them. It's an interesting exercise in creativity.
-Ad breaks reflects a trend in these kinds of games to offer things like power-ups (both permanent and temporary), and massive amounts of cash in exchange for watching an ad.