



**Dig Deep, Farm Land, My Mini Mart Jump**  
**v1.0**  
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YouTube Playables. Generic, endless games for people scrolling on their phones, iPads, or even their computers. But what if *some* weren't just games? In this jump, you get to explore a conjoined world consisting of endless island farms, procedurally generated mines, and a strange network of small grocery stores for a decade. It promises to be... well, frankly, a rather mundane time. I suppose you might as well get started huh?

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

## Starting Location

*Your starting location is determined by your origin.*

### Strange Farmland

This is a curious set of farms on islands with a bizarre mechanic. Once you've accumulated enough wealth by planting crops, or tending to animals you can expand your farm by going to the edge of your island and spending money! By beginning here you start off on a tiny farm in the middle of a seemingly endless ocean. *Farmers* start here.

### Infinite Mine

You begin at the edge of a small patch of dirt, pickaxe in hand. Behind you is a small monument waiting to be completed, a pet store, and a store where you can hire workers to do your mining for you. To your left is a gate that can be opened by spending enough money. *Miners* start here.

### Jumper Mart

You start off in an empty grocery store, minutes before it opens its doors. Right outside of the store is a chicken coop and a strange tomato vine that endlessly grows tomatoes. You can already see your first customer waiting for the store to open. *Mart Managers* start here.

## Age and Gender

Select your age so long as you're old enough to legally work.

By default your gender is whatever you were previously, though you can change it for free if you want to.

## Origins

*Any origin can be taken as drop-ins, if you wish.*

### Farmer [Free]

You are a farmer who has just inherited a strange farm. You have years of experience working more conventional farms, and a slew of farming skills.

### Miner [Free]

You are a miner, one with a healthy level of experience safely mining. You are now in charge of a strange mine, and tasked with making it profitable and safe.

### Mart Manager [Free]

You're the owner of a new grocery store. This grocery store is tiny, and mostly empty, but it is yours and it is incumbent on you to make it work, somehow. Thankfully you have plenty of experience working in grocery stores.

## Perks

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

### General [Undiscounted]

#### Remembered Experience [Free]

You get the most out of your origins, easily recalling everything about the people you have become and extracting the most value possible out of their memories. You can seamlessly step into their lives, and can easily add their knowledge to your own. This subtly boosts the quality of the lives your origins will have lived before you *become* them, making them a bit smarter, stronger, luckier, and altogether slightly better. This is also retroactive, allowing you to get anything of value from past origins.

#### Investments [100 PP]

You can invest money in people and things, and when you invest in them they get subtle but noticeable improvements. People become faster, and better at their jobs. Objects become more durable and better at their intended purposes. Animals become more obedient and productive. Even you can become quicker, smarter, more dexterous, and more perceptive if you invest in yourself. When you wish to invest in something just approach it and you'll see a menu appear in your mind's eye that tells you what would

improve if you invested in it and how much it would take to invest. This also comes with a boost when you first hire someone, the mere act of hiring them will train them to some degree for the work you wish for them to do.

## **Farmer**

### **Healthy [100 PP]**

This perk guarantees more than your health. It guarantees the health of the things you own, your employees, and even stuff like the soil of your property. With this, sickness will never get you down unless it's drawback-related. Even if you somehow manage to get sick, the symptoms you endure and the effects of sickness on your life will be incredibly lax.

### **Fastest Cow This Side Of The Mississippi [200 PP]**

You are a *speed racer*. Somehow you can get through the entire process of doing something like growing a crop in minutes. From the time you plant a seed to the time it is ready to harvest *literal* minutes will pass, instead of months. This effect extends to crops planted by those in your employ as well. There's a similar rule in place for when it comes time to get animal products like milk, wool, and other such things, such products being ready to be extracted from the animal in minutes, and this rule also extends to workers in your employ as well. None of this adversely affects the health of the animal, the quality of the crop, or the soil seeds are planted in. You can toggle this effect off when you want to, but no one finds it strange that you can do this.

### **Mental Map [400 PP]**

You have a mental map in your head that you can use to effortlessly recall what is where. This manifests in a small corner of your field of view but can be mentally enlarged with a thought. It is completely labeled, with accurate designations for every person in your employ or who is willing to do business with you, and tracks such individuals in real-time so you know precisely who to go to in order to sell everything your farm produces. If someone does something harmful to something of yours, or an employee of yours, or you, they also appear and are identified in your mental map, otherwise, random people appear as colorless circles.

### **Pocket Inventory [600 PP]**

You have a very peculiar ability. You can store infinite amounts of goods on your person, not even needing to put it in your hands or pocket it, when you touch something you can make it vanish into a pocket inventory. You can instantly summon things you've pocketed with ease when you need to.

## **Miner**

### **Arms of Steel [100 PP]**

You have a strength build. You can use a mundane pickaxe and with raw strength tear through sheets of solid gold and layers of diamond with a few cleverly aimed swings. This also tremendously boosts your endurance, letting you work for hours on end in a physically demanding capacity with no difficulties.

### **Professional Miner [200 PP]**

You are a consummate professional when it comes to mining with a physique to match. You can easily see in the dark, are not afraid of heights, and cramped spaces do not worry you in the slightest. Additionally, you have keen instincts and can easily spot fun artifacts or archeological treasures buried deep underground.

### **Instant Installment [400 PP]**

You have a very peculiar skill. You can instantly create and install advanced technology, such as high-speed elevators and even tiny portals that instantly convert raw goods into more refined forms. This requires a decent amount of space but you can create all sorts of stuff.

### **Power-Ups [600 PP]**

You are uncommonly lucky when it comes to finding powerups. You can easily get all sorts of fun temporary treasures, from things that boost the speed and efficiency of your subordinates to something that makes you positively magnetic and allows you to attract all sorts of goodies.

**Power-ups exist in this setting already, but with this perk you can continue to come across them in future settings. This perk also enhances the variety of powerups you can find here, from ones that double the value of your collected goods to ones that triple how fast some goods are crafted. In future jumps, with this perk, you'll come across new power-ups that fit the setting, as well as all the older power-ups you've already encountered.**

### **Mart Manager**

#### **Balancing Act [100 PP]**

You are very balanced. You can effortlessly carry many things without it negatively affecting your ability to move, able to do all sorts of deft acrobatic tricks and parkour. At first you can only hold eight things, but with time and training you'll be able to endlessly expand this number.

#### **Maintenance [200 PP]**

You know exactly how to maintain machines one might find in a grocery store. Everything from a cash register to refrigerators, freezers, and blenders, all are within your wheelhouse. You can even update them, within reason, to keep them on the cutting edge of grocery store technology. In future jumps you can expand your knowledge to relate to jobs you work, letting you gain basic mechanic skills if you're a driver, or a little IT knowledge if you use computers as part of your job.

#### **Crafting Chart [400 PP]**

In order to construct some items for sale you'll have to sacrifice others. Sometimes how that works is not immediately apparent. With this, you gain an updating mental table that shows you what ingredients go together to form composites worth more than the sum of their parts.

#### **Eagle Eye View [600 PP]**

You are capable of entering a top-down view that detaches your vision from yourself and lets you see everything around you, letting you do things like see through walls and

spot mischief even with your back turned. This also lets you hear everything that emanates from what you can see. You can switch back and forth between your mundane vision and your top-down view with a thought.

## **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 100pp perks 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.*

## **Farmer**

### **Farming Tools [100 PP]**

This is a set of ultra-light farming tools that can be summoned at any time. They are kept in perfect condition and can be used in a range of ways, though their intended uses are on the fields.

### **Seed Bag [200 PP]**

This bag contains an endless variety of seeds, in an infinite quantity. These seeds can be planted anywhere with sufficient amounts of soil, and the crops they grow will always be high quality, needing less time and water than other crops.

### **Strange Farmland [400 PP]**

You get to keep the endlessly expanding oceanic farm you live on in future jumps. You can import it, or you can keep it in your warehouse. If it is kept in your warehouse then the part of your warehouse it is kept will stay active even when you are not in it, with your workers still tending to your crops and animals, and merchants still waiting for your deliveries, but time doesn't seem to pass in ways that matter. People won't leave, crops won't go bad, and animals and people won't age. This comes complete with all the infrastructure that the farm has in-jump, including means to hire new workers, and the ability to grow bigger by investing into it.

## **Miner**

### **Scooter [100 PP]**

This is a handy form of personal scale transit that lets you zip from mine to mine. It has unlimited fuel and is quite fast, but it requires a few minutes of recharging after every use. No one but you and those you designate can use it.

### **Monument [200 PP]**

In future jumps you'll find the silhouettes of small monuments outside of cities and settlements. If you complete these monuments, by investing material in them, then the value of things you sell in and to the cities and settlements the monuments correspond to will increase, becoming ten times more valuable, while the costs of things you buy in the cities and settlements will decrease, becoming 10 times cheaper.

### **Endless Mine [400 PP]**

You get to keep the Endless Mine in your warehouse (or import it into a suitable stretch of land). This comes complete with stores to hire workers, shops to buy pets, the infrastructure in place such as ladders, minecarts, conveyor belts, teleportation devices, and other handy devices common in the game. It is also operational while you are doing other things outside of your warehouse (if you keep it in there), with workers still doing their jobs and mines still descending deeper and deeper.

### **Mart Manager**

#### **Anti-Theft Protections [100 PP]**

Properties you own have protections against thieves. The second someone tries to steal something everything around them shuts down, stopping them from leaving the property. No one will get to take your money.

#### **Vans [200 PP]**

This network of vans serves as fast travel, connecting different properties you own (even if such properties are not fiat-backed) or otherwise having some sort of significant legal attachment to (such as places you're renting). This fast travel network takes less than five minutes to get from destination to destination, even such a feat defies physics.

#### **Mini Mart [400 PP]**

Your mini mart follows you along your chain, staying in your warehouse by default but being able to be imported with ease if you wish. It comes complete with everything you see in the game.

## **Companions**

*Companions can purchase more companions.*

#### **Companion Import [50-200]**

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

#### **Canon Companion [100]**

So you want to take any other existing character from this world. Well, then this option is for you.

## **Drawbacks**

**Self-Insert [+0]**

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

**It's All Real [+0 CP]**

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

**Plot is King [+0 CP]**

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

**Fan Theories are Cannon [+0]**

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Playables universe you're about to enter.

**Extended Stay [+100]**

For each purchase of this your time here is extended 10 years.

**Random Events [+200]**

Now you, at least from time to time, have to deal with random events. This can be bad, like a thief trying to steal your stuff, or it can be good, like someone coming to hit you up to be a vendor for an awesome event.

**Clutter [+200]**

Every time you expand your space, be it unlocking a new part of your endless farm, expanding to a new location for your mart, or entering a new mine, it'll be messy and filled with stuff that needs to be cleaned away.

**Realism [+400]**

This world is now realistic, at least in terms of dispositions and physiological needs. Which is... unfortunate. Crops rot, animals die, workers have needs, and customers throw temper tantrums.

**Bills [+400]**

Oh no, capitalism! Now you have to pay for... all the things you'd realistically need to pay for. Workers demand compensation, electricity needs to be paid for, and things require permits. It's rough.

**Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

**Total Novice [+600]**

Disregard the experience your origins give you, you have no idea what is going on now. No matter your origin you are now forced to be a total beginner when it comes to the expected skillset that is necessary to make the most of what you're trying to do here. I sure hope you have some good learning boosters...

**Decisions**

*You have three choices ...*

**Go to 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.