Jurassic World Evolution

By Ovid



Welcome to the Las Cinco Muertes islands, located in the waters off of Costa Rica! Shame about that whole incident at the Jurassic World site over on Isla Nublar, but we can learn from the mistakes made there, and do better. We're instituting a new policy of having a network of emergency bunkers in the event of asset containment loss, or in case of any nasty storms. You're going to be involved in this project for the next 10 years, so let's get you started.

+1000CP

First off, how will you be involved in the park? Pick one of the following **Origins**:
-Park Manager: You want to be the head honcho? Sounds risky, since you are going to be held accountable for anything going wrong. On the positive side, you also get the big bucks when things go right!

-Asset Containment Unit (ACU): These fine folks are the protectors of the staff and park. And if you choose to work with them, you'll be taking down assets running amok, ensuring they are transported safely to where they need to go. Just, don't get too close to the predators, all right? Your colleagues over at JW didn't really fare too well in close quarters to the Indominus Rex.

-Ranger: Taking care of people is all well and good, but you've always been more of an animal person. Your duties will extend to keeping the animals fed and healthy, and the park running. Save the showboating for ACU, you're the real backbone of this park.

-Dino (Free/100/200CP): Or, you could just let the humans take care of things for you, and be the Dinosaur! You get free room and board for the duration of the jump, and you won't even have to worry about dying from genetic complications in this jump. Just make sure you are valuable to the park, or Dr. Wu might decide to requisition you for his "tests", which you may or may-not make it back from. For no additional cost, if you have genetic samples for another

dinosaur or non-humanoid lizard-type race that wouldn't normally be in Jurassic Park, you may choose to spend this jump as that race. For 100CP, you can choose to become a flying or aquatic dinosaur. Or, for a total of 200CP, you can choose to be either an Indominus Rex or Indo Raptor, or another hybrid creature.

Humans can pick their **Age** & **Gender** for free. Dinos are required to be female and newly released.

Any of the Origins can be taken as a Drop-In: humans find themselves as a passenger on a helicopter approaching the island, paperwork in hand as a new Intern who'll be working under someone of their chosen Origin, while dinosaurs wake up already on the island.

Discounts for matching origins have the 100CP options free, or 50% off.

Perks:
General perks:
-Artistic License (100 CP, free for Dino): This setting has always had a somewhat flexible view of physics and genetics. Normally a flying creature the size of a medium sized bird wouldn't be able to lift another creature three times its weight. For that matter a T-rex would have hollow bones that would snap if it got anywhere near sixty miles an hour. By buying this perk you can take that flexibility with you - certain physical laws, especially aerodynamics & the square cube law, are much more flexible when it comes to you, and you can largely ignore or stretch things much further than should be possible under 'hard' physics when it comes to your body or the species you might create through genetic engineering.

-Living in the Tropics (Free for this jump, 100CP to keep): Living organisms tend to adapt to their environments. It's kind of what they do. Now, you adapt faster. Humans will rapidly adjust to living and working on a tropical island, and dinos will be perfectly adapted to it, even if they originally evolved in radically different climates. And if you have to change environments for whatever reason, you'll adapt to it fast enough that environmental changes won't kill you quite so easily. For 100 CP you may keep this perk even after this jump is finished.

-Anti Micro Managing (300CP): Sometimes common sense isn't actually common. Sometimes you have seemingly suicidal morons working for you, like when they try to *slowly* drive a jeep into a sleeping Indominus Rex's face. And sure, while you could yell at them to stop doing the stupid thing, or taking over yourself, you simply don't have time for that. Literally, even with all sorts of time manipulation stuff, you still wouldn't have enough time to counter all stupidity. But now, you don't have to. Any employee, minion, follower, slave, pack mate, etc that looks up to you for leadership, authority and/or guidance will know what you would do in a situation, and pick whichever is the smarter option for the situation. If you benefit from anything that would affect your decision making process for the better, then they will also benefit from such. Well, as long as they call you boss/leader/teacher/whatever.

Park Manager perks:
-Overlay Vision (100CP): You know what people need and want, and now you can see this at a glance. You can now see how much power is needed and where the lines are, how far is too far for visitors to get food or drinks, if they have enough opportunities for fun and shopping, where they can reliably see the dinosaurs. You can even see what facilities are being profitable at a glance, and if you need to change or remove them. You can also tell what areas needs additional protection from all kinds of things, such as if dinosaurs get loose, or if bad weather occurs.

-Commanding Presence (200CP): You know how to command others, and get them to follow your commands. Sending ACU to handle a roaming dinosaur, or having the Rangers go refill the feeder in the super-predator's pen. Even park visitors will head to the shelters when you tell them to, and they might even leave their drinks behind.

-The Art of Communication (400CP): ...is the language of leadership. And now, any organization you are a part will be a paragon of it. All members of any organization you are involved in will be knowledgeable of what the rules and protocols are, who they should go to in just about any situation, where are the relevant items are, and so on. If there's a problem, the people who need to know will be informed quickly and calmly. Functionally, this means the organization will be running smoothly, and any major mistakes will be prevented, while minor ones get quickly caught and resolved.

-Mr/Ms DNA (600CP): You've got the knowledge and skills in genetic analysis and modification that you could in time, rival and possibly even surpass Dr Henry Wu. You can figure out how to access usable amounts of DNA from samples that frankly should be completely impractical to use. You can even plug in DNA from other organisms to repair a specimen's genetic viability, or even to enhance it. With the right tools and workspace, you'll be able to quickly go from putting together genetic samples, to incubating a new creature, to releasing it for all the world to see.

Ranger perks:
-Knowing the Symptoms & Cures (100CP): You've got the uncanny ability to determine illness at a glance, and know the right medicines to use to counteract it. You also have the same skills regarding poisons. This even works with negative health effects you haven't seen before.

-Stay in the Car (200CP): So long as you are in a vehicle with a rigid frame, you will be alright. You could drive towards a tornado in an open jeep and all you will have to worry about is losing control of the vehicle. A T-rex could ram your jeep and both the jeep and you would be fine. And even smaller predators wouldn't be able to reach in and drag you out. Also, this comes with the ability to masterfully drive a SUV.

-Provider (400CP): You know exactly what the organisms under your care need to be properly nourished, and have the ability to get it for them. All you have to do is spend the money, either yours or the company's (that you work for), and the supplies will be available in a convenient

pick-up location. You can also somehow carry as much as you need to to restock a feeder, even if that means you somehow have 10 adult goats in a single Jeep Wrangler.

-Quick Fix (600CP): Rangers are the real reason this park runs as smoothly as it does. You can immediately assess and fix nearby damage and sabotage, and all it costs you is money. You get to skip any time cost, which is good when an Indo-Raptor is recaptured and being flown back to its enclosure, and you really don't want to be waiting on the concrete to set when that thing wakes up.

ACU perks:
-Hitting a Fly with a Needle (100CP): Firearms are how you stay one step ahead of the assets, and you have the ability and skill to use them well. You can quickly learn how to use and adapt to any projectile throwing weapon or tool, and can adjust to any odd flight characteristics quickly. Even when your main weapon is a compressed air tranquilizer rifle being shot out of a mid-flight helicopter, you can hit your target 10 times out of 10, especially those speed demon velociraptors. And even better, you can effectively teach others to shoot as well as you, although they'd need additional training per weapon in order to reach your effectiveness.

-No OD (200CP): When you are dealing with animals that evolved before humanity did, you don't always know how they are going to react to tranquilizers. Thankfully, you are far more effective with knocking targets to sleep with tranquilizers, and don't have to worry about overdosing a target. This increased effectiveness and no-overdose (or overkill) also carries over into other means of incapacitation that involve tools. You want them taken alive if you can.

-Liquidation Sale (400CP): You've got quite a few connections, and many of them are even legal. You know who would buy things, like dinosaurs the park no longer needs, or fossils and minerals the park dig crews find on expeditions. And you'll also have the ability to speak to anyone in charge about the idea of selling such things, and not receive any negative consequences for it. You might even receive a pay increase for enabling such transactions.

-Backups A Through ZZZ (600CP): You know that no plan survives contact with opposition, which is why you have more backup plans than the park has dinosaur assets. When you need to fortify an area, you are able to analyze failure points in your defenses and organizational systems. You can prevent escapes, intruders, protestors, maybe even an armed incursion if you have the authority and resources to implement such a thing. And the more technology, resources and staff you have available to you, the greater the amount and complexity of your plans can increase.

Dino perks:
-Majesty (100CP): You are a awe-inspiring member of your kind, and everyone knows it. If there were potential mates around, you'd be the prime candidate for breeding. But since there's just humans around, well, at least they know you are something to behold and will hold sufficient reverence for your apex form. You'll be the star of any show, and there is safety in popularity.

-All That You Need (200CP): So long as you are able to consume a sufficient quantity of food, you will not suffer from any other lacking things. Minerals, vitamins, amino acids, all are provided by whatever you eat already. If you are a predator, you still won't be eating tree bark, but at least you don't need to be concerned with eating food rich in something like Lysine.

-Use Your Head (400CP): Unlike the humans, you don't need tools, you just use your head. And body. You can figure out the weak points of walls, barriers and obstructions, and break through them. You don't even need any tools, even just throwing yourself at the weak spot will eventually break it. And once you do break something, it won't be you; you'll be just fine and able to go wandering around, maybe snack on a few tasty primates.

-Finishing The Fight (600CP): When you get in a fight, if you survive long enough, you will eventually figure out the best available method to beat your opponent. If it's a fight to the death, why not grip their skull and snap their neck? You must first manage to hang on in the fight until you can figure out what the finisher can be, and keep in mind that this only tells you the method, it doesn't help you accomplish it - even the best odds may still be poor.

Items:

General items:
-Enclosure (100CP, Free for all Dinos): Every species has different requirements when it comes to their personal needs, and this enclosure can now fulfill every one. Space, specific geography, shelter, etc. It's so comfortable for them, if there was ever a point where they could leave their enclosure, they're half likely to stay put. The enclosure can contain and fit as many creatures as can get along, and have similar needs. Any of the Indo-hybrids would still murder anything else in their space, but you could have a huge herd of highly social animals together. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Enclosures attached to your Warehouse.

-Aviary (100CP, Free/mandatory for flyer dinos): The park has a new enclosure type that allows it to showcase a new category of dinosaur. Now, flying dinosaurs can be shown off in the park! These aviaries have high ceilings that allow the animals inside to comfortably fly around, and ensure that the animals are as low stress from their environment as possible. As long as it's appropriate to guest safety, you can choose whether or not the flyers can interact with the guests, or if the guests would need to stay in the various viewing decks. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Aviaries attached to your Warehouse

-Lagoon (100CP, Free/mandatory for aquatic dinos): The park has a new enclosure type that allows it to showcase a new category of dinosaur. Now, swimming dinosaurs can be shown off

in the park! Each lagoon can be either adapted from a natural terrain feature, or artificially created. Either way, it will be as deep as needed for the animals health, and can have whatever viewing options integrated into it that you want (and are still keeping the guests safe). Any design feature used by any aquarium can be used here. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Lagoons attached to your warehouse.

-Hammond Creation Lab (200CP): This facility has 5 hatchery bays that would allow you to incubate and raise a cloned creature. There's also a small paddock with a gate that lets you release them into an enclosure (enclosure not included). Since you are buying this here, it will also come with a complete Genetic database with all normal species shown in the dinosaur list here. Hybrids or custom dino species not included.

-Expedition & Fossil Center (200CP): This combined facility is home to several archaeology teams, and you can send them anywhere in the world to look for fossils and amber. In addition, once they find them, this same facility also has the equipment to extract DNA from those items, and add it to your genetic profiles so you can clone creatures. And the more complete the genetic structure, the healthier the cloned creature. You could even add genetic sequences to the creature if you had the skill. And if you are really good, or have somewhere to work off of, you could make your own custom hybrid creatures. Who wants more teeth now?

Park Manager items:
-Power Outfit (100CP): When a leader needs to lead, they need an appropriate uniform. And your uniform is both iconic and a warning symbol to others, saying "don't waste my time, don't risk my anger, and I'm the one in charge". Pick some sort of theme, and your outfit will be the highest quality of that theme, and will stay pristine and appropriate for your station. You also have 13 other versions of outfits of the theme, with the exact same benefits. You can choose to import any sort of outfit or clothing into this item, and they will adjust to fit the theme.

-Gyro-Sphere (200CP): When you are dealing with animals in the multi- to tens- of tons range, you need to make sure your guests are safe. You now have a set of vehicles that look like a giant hamster ball that can fit 2 people inside, go about 5 miles an hour, and will never break when attacked by animals, as long as there are passengers inside. They will also never lose power. Lastly, you have blueprints so that more of these vehicles can be made.

-Main Street (400CP): Dinosaurs are great and all, but visitors need more than just something to look at. Take this centrally located street, complete with a wide selection of food, drink, shopping and entertainment options. The theme and contents will match whatever setting they are in, like being dinosaur based in the park. Main Street will be a great starting point for a park, under normal situations, and will be constantly fully manned, managed and supplied.
Post-Jump, you can choose to include this in your Warehouse with a portal that goes to the local setting, or have Main Street manifested somewhere centrally located.

-Jurassic Genetics database (600CP): You have some serious connections to some very well informed people. You now have a very secure database of genetic information for all extinct species recovered and/or raised in this setting. This also includes the genetics for all genetically-enhanced animals and Hybrids (of which there are far more than just the Indominus types), and a library of techniques to properly raise them, depending on what you plan to do with them. This does not include the facilities to create, hatch and/or raise them. At least you don't need to use the archaeology teams to recover genetics you should already have access to from the prior parks, right?

Ranger items:
-Instruments of Healing (100CP, and free with a purchase of Instruments of Safety Keeping): No one likes shots, even when they are good for you. That's especially relevant when your patients can include animals weighing tens of tons, and can't visit you at the veterinarian's hospital. You now have a compressed air syringe rifle, with syringes that fit enough medicine to fully treat the condition of any animal, regardless of size. And since you will be in the field, the rifle and ammunition will be durable enough for field work. No worries if a brachiosaurus happens to step on it, just pull it out of the dirt and go treat the big guy/gal's bracken poisoning. Lastly, if you already have Instruments of Safety Keeping, you may take this for free, and alternatively, combine these two items together.

-Jeep Wrangler (200CP): You know the best part about being an employee of one of the best known parks in the world? Companies are willing to bend over backwards to fulfill your special requirements. Jurassic World has custom Jeep Wranglers for their Ranger teams. They've got whisper quiet electric motors with high power and capacity, custom tires that never lose grip, and plenty of shock absorbers to take any sudden jumps. The frame is durable enough to take a rampaging T-Rex, or a giant herbivore's tail swipe. You get your own version that never needs recharging, maintains and repairs itself, and your choice of colors: solid blue, solid red, gray with blue trim, or gray with red trim. You also get the bonus features of it being sealed to water, the engine never gets flooded out, and will be buoyant enough not to sink in water.

-Caregiver Scent (400CP): Animals know who they can trust, and you've proven yourself to be a caregiver. You now have an infinite spray bottle of a particular scent. Any animal that detects it will know you are not there with the intent to harm, and will leave you in peace. As long as you do not intend to harm them, or are at least neutral, you will be able to enter any animal's territory without impedance. However, make a hostile move, and you will only have a single chance to leave before they treat you as hostile. Even Hybrids know not to harm the ones that keep them healthy.

-Ranger Badge (600CP): As an animal expert, you need to get to your animals before you can treat them. Now, you have an access badge that grants you whatever access you need to get to and take care of your patients. Even the most stubborn of obstructionist protestors or overriding

bosses will stand aside for you. You'll also be able to use the badge to open any lock or encumbrance between you and your patient.

ACU items:
-Instruments of Safety Keeping (100CP, and free with a purchase of Instruments of Healing): You are entrusted with the safety of every man, woman and child in this park, and these will be the tools you use to keep them that way. You have a high-powered compressed air dart gun, with a perfectly aligned sight and scope, and a replenishing array of tranquilizers effective on any target you aim at. You also have a shock prod for close range work, and it's both highly durable, and very unpleasant for anything hit by it. Even animals will quickly learn they don't like your big stick. Lastly, if you already have Instruments Of Healing, you may take this for free, and alternatively, combine these two items together.

-Aerial Response (200CP): When an agitated animal is on the loose, you can't afford to waste time getting to their location to safely capture them. You have your own helicopter and flight/gunnery crew in order to contain any situations. The helo will always be fully maintained and fueled, and will always stay in the air in bad weather. The safety of those in your care is paramount, and this steed will always stay true.

-Heavy Lift Company (400CP): This company is based offshore, and you can call in three of their heavy lift choppers whenever you need them. A single one can lift up to 70 tons. And the carry harness is quickly and securely fastened to whatever needs lifting. Dinosaur, freight, construction materials, whatever.

-Jurassic Ark (600CP): Funny name aside, this ship is meant for a very serious purpose. The vessel is meant to hold and transport an entire park's amount of animals in the event of an emergency. With enough food, water, and tranquilizers to safely make any journey, the animals can be transported in a safe and calm manner. You could also use it for transporting any number of animals less than the full park if you want. Also, in an emergency, it can also be used as an emergency evacuation method for the park's total number of staff and guests. No, you can't tranquilize the more annoying humans when they complain about the cramped space. The Ark comes with several hangars and landing pads for any heavy lift helicopters to operate from, and also has at least one adequate port facility for it at any desired (appropriate) destination.

Dinos have no item choices.They get Genetic Quirks instead.

Genetic Quirks: Technically, you're not a true dinosaur, you are a genetic amalgamation that looks like the public perception of what a dino looks like. So what's a few extra alterations? Take your pick from the following choices, and add them to your dino form. If you are human, then you are going to freak people out if it should become known. Genetic Quirks are counted as Perks, and apply to any alt-form you choose. You may choose to toggle these quirks on, off, or partially. Discounted for Dinos.

-Beast of Unusual Size (Free): The geneticists misplaced a few things. Maybe they misunderstood how big your species truly got, maybe your genetic code had an odd reaction to one of your spliced samples? Either way, you grow 2-3 times larger than an average member of your species.

-Thick Skin (100CP): Your skin layer nearly triples in durability and in resistance to cutting or piercing wounds. Your appearance is unchanged, and your skin works the same in all other functions.

-Thermal Resistances (100CP): You can now endure a much greater range of hot and cold, allowing you to potentially survive and thrive in a wider range of climates. You are also more energetic than cold-blooded creatures.

-Hibernation (100CP): Looks like some bear genes somehow made their way into you. You can fall into a hibernation sleep, which drastically reduces how much food you need. As a bonus, you can make it so that, if your personal space is disturbed, you wake up much faster than a normal hibernating animal.

-Better Lungs (100CP): You now have much better lung efficiency and capacity. This enables you to operate at much higher and lower altitudes than before, and maybe lets you spend more time underwater, if you can somehow move around down there.

-Webbing (100CP): You now have webbing in between your claws, toes, and whatever the appropriate word for your form is. This allows you to swim/tread water easier.

-Best Dental (100CP): Thanks to some shark donors, you now constantly grow and replace your teeth. Always have the best smile in the room, or a souvenir for friends!

-Intensive Repair (200CP): This gene from the Anole Lizard (that can regrow lost tails) significantly promotes your healthy tissue regeneration. If you lose a limb, you will regrow it back over the course of 60 days. Miscellaneous tissue loss is healed 3x as fast as normal.

-Eagle Vision (200CP): You now have vision 8 times greater than a human. You could spot a rabbit up to 2 miles away, and can now see ultraviolet light.

-Venomous (200CP): It's a bit strange for a dinosaur to have this trait. But just like the feared Troodon and Dilophosaurus, you too have a venom of choice. How severe the venom is is up to you. But for comparison sake, Troodon venom is a powerful neurotoxin that causes hallucinations and ultimately convulsions and death, the Dilophosaurus could spit its venom, and the tiny Procompsognathus species had venom with large amounts of serotonin in it, leading a victim to feel sleepy and drowsy and content, all while being devoured alive.

-Electroreception (400CP): Those sharks really have some of the best tricks, don't they? You now have electroreceptors lined most of your body, allowing you to detect the natural electric signals producing by living organisms, either to help you see in no-light scenarios, or to detect prey. While most examples of animals with this ability are aquatic (sea water is more conductive than air), you can use this ability in air or water.

-Chameleon Skin (400CP): Not sure if this is coming from chameleon or cephalopod DNA. Ah well! Your skin can change color on command, or auto-adjust to break up your outline. It's not true invisibility, so a watchful eye can potentially spot you.

-Echolocation (400CP): Many animal species have this trait, from bats to whales and dolphins, even some humans. Now, so do you. You can emit a pulse of sound, and use the returning sound wave to determine where things are. You can choose to emit the sound yourself like a bat or dolphin, or make it somehow, like blind humans do.

-Gills (600CP): Looks like you now have gills somewhere on your body. You can now pull oxygen out of the water you are in, letting you function underwater. As a bonus, you will never have to worry about being harmed by the liquid flowing through your gills.

-Genetic Tree (800CP): You now possess complete and total knowledge of your genetics, and can access the abilities/benefits of anything apart of or related to your genetics. This applies to whatever your current form is, unless some form of alt-form mixer is used.

Companions:
-Companion Import (50CP each, or 200CP for 8): Here's your chance to bring your friends along and allow them to experience the glory of dinosaurs in parks. They each get any origin of their choice, and 600CP to spend.

-Advisor (100CP): Here's your chance to invite any of the park advisors to come along on your chain. Claire Dearing, Owen Grady, Cabot Finch (the accounting guy), Kajal Dua (the science representative), Isaac Clement (the entertainment department rep), and George Lambert (your head security person). And if you really want to deal with his ego, you could even try recruiting Dr. Henry Wu.

-Ian Malcolm (Free): Ian Malcolm. Mathematician, big proponent of chaos theory, and insufferably smug. He's also not a big fan of the dinosaurs, especially after past versions have repeatedly tried to kill him. And we can't really blame the dinos for trying. Feel free to take him with you on your journey, I'm sure he'd have fun pointing out how the multiverse goes wrong. We sure as hell don't want him here.

Drawbacks:
-One & Only Jurassic World (+0CP): With this, the year is now 2005. Jurassic World does not yet exist on Isla Nublar, and it is your role to change that. Whatever origin you chose will now be

integrated into the establishment of Jurassic World. JW must be established and survive the next decade. You will get to deal with the entire cast of characters involved with JW if you wish. Towards the end of your time here, the Indominus Rex will be born and raised, but maybe you can alter the outcome of its life?

-Ian “Smug Bastard” Malcolm (+100CP): You will have the voice of Ian Malcolm in your ear, “advising” you. If you are a Park Manager, he will constantly warn against the creation of new dinos, and especially the predators. If you are a Ranger or ACU, he’ll be snarking in your ear about every activity you do, and won’t often be friendly about it. And when something goes wrong, he will be the smuggest of smug, and will share it all with you. No, you can’t do anything to stop him. Yes, you’re stuck with him this whole jump. No, being successful still won’t make him shut up.

-It Looks Sick (+100CP): Suddenly, everyone’s an expert. The visitors will be much more critical/judgmental about the welfare of Dinosaurs. Keep them healthy, or there will be claims of animal abuse flying around (well, more than a park full of dinos would normally get). And reports of animal abuse can negatively affect the viability of the park, which could lead to a closure.

-Where Does It All Go? (+100CP): Do the dinos have a stomach parasite or something? All dinos are going to be eating twice as much as they normally would, which means you are going to go through a whole lot of feed supplies. As a side “bonus”, you’ll also be dealing with twice as much crap. As a Dino, you are going to be constantly hungry (though not malnourished) since the feeders never provide enough to satisfy you.

-Suicidal Lemmings (+200CP): The park is now going to be a temple of Darwinism. You are going to have the occasional visitor somehow manage to get into the asset pens, with predictable results for the predator enclosures. Better hope your ACU is up to snuff, or you’re going to have to deal with some painful lawsuits. Sadly, their stupidity doesn’t mean their family can’t sue you. And if you are the Dino that snuffs out the suicidal lemming, your death might be considered in the interest of PR control.

-Freedom Over Life (+200CP): Under normal circumstances, as long as your animals are comfortable and cared for, they usually don’t try to escape their pens. But now, they are going to try escaping on a regular basis. Breaking the walls and fences, digging under or climbing over, tricking the staff into opening the doors, and so on. You had best keep a close eye on the animals, and maybe look into new methods of containment.

-Wu Can’t be Trusted (+200CP): Dr. Henry Wu somehow managed to stay affiliated with Jurassic Park after the I-Rex incident. But it looks like he’s still up to his secretive shenanigans. He will occasionally give the park missions regarding the animals under your care, and you will have to obey, or he’ll use his influence to shutdown your career. Get ready to organize fights between the dinos, and send the prime predators out to be “tested”. They may or may not come

back whole and hearty. And if you are a dino, well, you are going to be extremely interesting to him, and that's not a good thing.

-"Shoooot Heeer!" (+200CP): None of the ACU or Ranger teams can shoot worth a damn. That means tranquilizer and medicine delivery is going to be very delayed, and you might lose dino/visitor lives over it.

-Absent Minded Staff (+200CP): Why do they keep hiring folks with faulty memories? There can only be one order issued to the Ranger and ACU teams at a time. That's one order per team per time they go out. They won't remember any other task besides the first one that was given to them. Not even if there's multiple wall segments of the Indominus Rex cage that need fixing, they'll just repair the first one they see then come back to the station. If you are a Ranger or ACU, you are going to constantly have to remind your colleagues about tasks and whatnot. Dinos will have to deal with hunger and illness longer before the Rangers can get to you.

-Testing period (+200CP): Any time the park first recreates a dinosaur from a fossil, the park will only make one so that they can learn how to best house them. Unfortunately, there are some species that don't do well as the only member of their species. Any time a dino is created that needs 2 or more members of its species in its enclosure, the park will face delays in getting a second member out, which will cause the first dino to panic and start attacking the fences. If they aren't fortified enough, they will break through, causing panic in the customers, and potential loss of life, especially if the escapee is a predator.

-Tranquilizer Immunity (+200CP, Dino only): Congratulations, you aren't vulnerable to any of the tranquilizers used here. Why is this a drawback, you may ask? Because you are a dangerous animal that is immune to the normal method of animal control used by the park. Stay well behaved, or the park may start looking into means of controlling you that are lethal.

-No Special Powers (+200CP, +0CP and Mandatory if Gauntlet Mode is taken): Any supernatural skills or powers you possess are now sealed off for the duration of this jump. If Gauntlet Mode is taken, this drawback is Mandatory and you get 0CP for it, but you will also be restricted to your Body Mod (and other supplements that take the place of the Body Mod).

-No Warehouse For Jumper (+200CP, +0CP and Mandatory if Gauntlet Mode is taken): Any Items purchased or acquired before this jump are put away into your Warehouse, which is itself sealed away for the duration of this jump. At the end of the jump, you will regain Warehouse access just long enough to store away anything from this jump that you've acquired that isn't already bought with CP. If Gauntlet Mode is taken, this drawback is Mandatory and you get 0CP for it.

-Here for an Age (+200CP/+400CP): You are now in for the long haul. For an additional 200CP in your budget, you add another 10 years to your required time here. You still have to prevent any loss conditions. And for an additional 200CP on top of the first batch, you can add yet

another decade to your total time here. With this level of the drawback, you must spend a minimum of 30 years here. Hope you like the animals. And if you are the animal (Dino), then your lifespan will be adjusted if necessary to accommodate the new time requirement.

-Walls Made of Paper (+300CP): How exactly a creature weighing the same as a human is able to slam into solid concrete and break through, I leave for you to figure out. Your fencing is going to be much weaker, such that any dino trying to get out will do so, and usually before you know they were even looking at the fence funny. It might be worth investing into multiple wall layers… And if you are a dino, the walls will be paper-durable for every other creature other than you.

-Acts of Sabotage (+300CP): Every so often, one of the employees will decide it'd be a good idea to sabotage the power plants, or jam all the gates open. Or even poison some of the animals.

-Volcanic Activity (+400CP): After 3 years, a volcano will show up/go active in or near your park, and you will have to relocate the park to a new location. And the cycle will repeat every three years. However, the volcanic activity will always be detectable ahead of time, thus letting you not have to risk the lives of your staff and visitors.

-Whiny Guests (+400CP, humans only): The guests are going to require twice as much of everything to be happy with the park. Food, drink, entertainment, shopping, room accomodations, even transport infrastructure. It's going to be expensive and time consuming, so the park is going to have to be even more successful to at least break even.

Gauntlet Scenario: Start with 0CP, must take drawbacks to have CP to spend. If you take this option to make the jump into a Gauntlet, then you and any companions you choose to import follow standard Gauntlet rules, ie: reduced to nothing but bodymod. You can not receive CP for the power removal or warehouse removal drawback, as that is the default state for a Gauntlet. You must keep the Park viable and running for 10 years, with the only allowable disruption being the Volcano Drawback that would require the park to be relocated. Bankruptcy or being shut down by a government would cause Gauntlet failure. If you fail the Gauntlet mode, you have the choice of trying again from the beginning, or moving on in your chain.
Gauntlet Reward: You get the whole archipelago chain. Isla Matanceros, Isla Muerta, Isla Tacano, Isla Pena, Isla Sorna, and Isla Nublar. You also get any improvements made to them, and they will retain any improvements/changes made in the future. Any staff for those facilities will be replaced by local equivalents in future settings.

Well, you've done your time here. Maybe you liked or hated the dinos? Maybe you liked or hated dealing with the tourists/visitors? Either way, it's time to make your decision for where to go from here. As a bonus, the Jurassic World gift shop is giving you two free souvenirs: a set of

commemorative bobbleheads, and a set of commemorative Pez dispensers, as well as an existence supply of every Pez flavor ever produced.

Stay Here: If you like it so much here, feel free to stay. The world is so much bigger than just Jurassic World, maybe there's some other interesting stuff going on?
Go Home: Like any visitor to Jurassic World, there comes a point where even a vacation filled with dinosaurs goes on long enough. Head on to your home with all your accumulated perks, items, and so on.
Keep on Jumping: Dinosaurs are awesome, and yet you want to see what other amazing forms of life are out there. Head on out Jumper, and try to remember the sense of awe you had when first saw a dino in person.

Notes (for Jumpers):
-If you are importing DNA for a Dino origin, and you choose to do a flight-capable dragon, then you must pay the 100CP for a flying creature. You must also do the same if you are using DNA from a creature that must spend time in the water, which would fall under my definition of "aquatic". Something equally capable of land or water, such as Godzilla, would not need fall under aquatic.
--If you are a non-aquatic dino, and buy the Gills genetic perk, you don't have to purchase the Lagoon item.
-Commanding Presence: The drinks thing is a reference to the Jurassic World movie. When the visitors are fleeing, one of them was running with a margarita in each hand.
-Aviary & Lagoon: If you are a dino that would need to be contained in one of these, then you get a free purchase of whichever is appropriate.
--These can be attached to your warehouse, and you can choose if you have them either deployed to each setting, have them only in your warehouse, or have them accessible through a doorway connected to the local setting. Any species stored are fiat backed to be healthy and maintained, though if you do meaningfully kill or remove them, you'd have to replace them yourself.
-Hammond Creation Lab & Expedition & Fossil Lab: If these are not purchased in this jump, the basic versions in the game are available to you for the duration of this jump only. Buying them for CP gives you the upgraded versions that you can then bring with you in your jumpchain.
-There is a reason the Hybrid Genetics Database is 600cp. I haven't limited it to just what is shown in the game, or the movies. Might I recommend a Jurassic Park wiki walk?
-Heavy Lift Company: I'm ruling that the helicopters can lift 70 tons based off the fact that the heaviest dino in the game is Mamenchisaurus, at 70 tons (source is the Ingen Database in-game. Wikipedia says they can be 50-75 tons). The real-life helicopter it may be based off of is the Sikorsky S-64 Skycrane, which can only lift 10 tons.
-Genetic Tree: any traits or abilities must be physical or genetic/biological traits of a genetic donor. Patterns, colorations, etc. if it can't be inherited, please don't include it. Or fanwank somehow, Jumpers are good at bending the usual rules.

--yes, if you buy Genetic Tree, and fanwank you have Shark/bat/whatever DNA, you can access the basic versions of the other genetic quirks.
-There is a possibility that the game producers may release DLC that allows for flying and aquatic dinosaurs. I have implemented flight and swimming options in this jump to future-proof for that.
-**Instruments of Safety Keeping/Healing**: The reason I'm letting you take one for free if you have the other is because a later update to the game made it so Rangers could tranquilize, and ACU could apply medicine. This was the same update that made Ranger vehicles destroyable, so having ACU be able to handle medical work in busy pens is actually quite helpful.
-Venomous: In reality, there's no proof any dino species was ever poisonous. In the movies, Dilos were. In both their source game, and in this game, Troodons very much are. Compies were poisonous in the novels, and were in fact how John Hammond died in the first novel.

Credits:
-Credit to Brellin from the Space Battles forum for helping me with the Gauntlet mode language. And the Artistic License general perk's wording.
-Credit to Godogma from the Space Battles forum for providing better wording for the "More Beds" Drawback.
-Credit to Sonic0704 for ideas and general feedback.
-credit to Amrynel for rewording the Artistic License perk to make it not be confused with fiat-backing. And for providing wording allowing all origins to be Drop-In.
-Credits to everyone giving feedback on the Google Doc.

Changelog:
v1.3: Added Anti-Micro-Managing perk. Added a line to Knowing The Cure and Symptoms. Added a line to Gyro-sphere so that it's numerous vehicles, not just one, as well as provide blueprints. Added a line to Instruments of Safety Keeping/Healing that one is free if you have the other, and can be combined freely. Added Venomous genetic quirk. Added Tranquilizer Immunity drawback for Dino origins.
v1.2: Updated visual layout of jump to author's current standards (bold/underline/spacing). Added author's name (for credit/blame).
v1.1: changes made from peer review: changes to drawbacks to make them apply to all instead of just Park Managers. Added lines to various things to make them apply to Dinos. Added Enclosure item. Opened up Genetic Quirks to Non-Dinos, changed prices. Added examples and links to Hybrid Database description. Nerfed Hammond Creation Labs to just normal species shown in JWE game. Changed wording of Artistic License to not be providing same effect as normal jump fiat. Made Origins have a Drop-In option. Made a credits section.
V1.0: Created the Jumpdoc.