Cities of the World

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v 1.0

Welcome Jumper, to Earth. The year is 1901, the turn of the century, the beginning of the age of Globalization. This century will see the rise of the automobile, of computers, of atomic power, of spaceflight. This century will also see the biggest wars in human history, mobilizations and death on scales no one had ever dreamt of. It is a time of great change, a time where a man might make his mark on all the pages of history yet to be written… except that, this time around, you're not a man. Nor a woman.
You are a city. You have a quest; to become a global city, one of the top 100 most influential cities in the world, and you have 100 years in which to do it.

Special Rules: You have no physical presence in this jump. You can appear anywhere in the city that is you, your cityself, to anyone within the city, but you cannot physically interact with them and they'll only have a vague memory of having met you after you leave. There is nothing within the city that is hidden from you, but you cannot leave the city limits.

Stat conversion: physical strength is the strength of your industry, charisma is the strength of your culture, agility the flexibility of your economy and transportation network, wisdom the innovativeness of your people, and health… well, it's still health. If you're resistant to a thing, so is your cityself. Your combat abilities will be spread through your people, your technical abilities likewise. You are the city and the city is you.

Companions: Your companions can take two different forms. They can either be members of the City Council or Suburbs. There are different advantages and limits to each.

You have **1000 city points**, use them wisely.

ORIGIN

New City, New Hope: Freshly Founded, often by combining several small towns into a gestalten whole, New Cities have yet to establish their character and are just bursting with possibilities. While they don't have the history of the others to fall back on, they also don't have that history bogging them down. If you're thinking, 100 years isn't enough time to make an impact… Las Vegas was founded in 1905, Miami in 1896. You enter the world with no past to mar your vision of the future.

- **Plus:** Built from the Ground up. You've got modern sewers, telegraph and telephone and electricity, and streets that are wide enough for two horse-drawn wagons. It's good to be modern. Why, you bet you'll never have to rip up buildings to widen streets. Not like these Automobiles will catch on… how could you even steer at 20 miles per hour.
- **Minus:** No Name Recognition. No one knows who you are and attracting new people will be harder.
- **Age:** 12+2d8 Years.
- **Population:** 20,000x2d8

From The Ashes: At the far end of the spectrum, lie those cities which have fallen by the wayside, ground down by the tides of history, destroyed in wars or natural disaster. Somehow, through the power of man's endless drive to expand, you have been reborn, made whole and new again, but haunted by the ghosts of the past and burdened with the knowledge that it could… will… all end again someday. Yet this rebirth fills your people with pride, for they have taken what was lost and reclaimed it from the dustbin of time. Perhaps the most memorable such city in this time is Galveston, destroyed by Hurricane and Flood in 1900, though in 6 years time, San Francisco will be largely destroyed by Quakes and Fires. But the biggest city in the world to have been destroyed and rebuilt is Mexico City, built on the ruins of Tenochtitlan. Will you be the reborn Babylon, Memphis, Carthage or Troy? Or simply a new Roanoke.

Pick the right place, and your name will resonate through history yet to be written.

- **Plus:** Everyone Loves a Ghost Story. People know your name, know of your phoenix-like return, and will swarm in droves to see the relics of the past and relive your gruesome demise… at least for a while. It will be up to you to maintain their interest and convert tourism into growth.
- **Minus:** Memory of the Past. People may know who you are, and be attracted to visit as tourists, but they'll be constantly reminded of your fall and worried that history might repeat itself.
- **Age:** 4d8 Years.
- **Population:** 5,000x2d8

Here I Stand: Perhaps the ghosts of past failures appeals not. Perhaps you'd rather take on the garb of one of History's winners, rather than one of the losers. You have come to the right place then. These are the cities of history, each one stepped in a millennia or more of wars, conquests, empires and fools. Of course, not every historical city is a Rome or London. No, no starting as a Global City for you. Rather, you are a Jericho, 11,000 years old, never abandoned, but certainly not a center of commerce. Or perhaps you are a Byblos, founded by Phoenicians, but never really more than a sleepy fishing village writ large. You might be an Athens, once glorious, now fallen on hard times… but whatever you are, your history is all around you, your name known far and wide… for good and ill. People already know you, and have dismissed you as irrelevant to this new, wondrous, modern age. You are an artifact of the past, doomed to slow extinction… or at least that's what they say.

- **Plus:** Deep Pages. Your history is the history of the world. Scholars and writers know your name and people on the street think they know of your history. If you're European, people will mention you in passing and plan vacations in your quaint hotels. If you're Asian, people will speak of you with wonder and fascination. Kathmandu, Timbuktu, Ulan Bator… these names are little more than fairy tales to them, and as such they

will come and gawk… but will they help you become more than just a fading memory?

- **Minus:** Found Wanting. Surely, if you were going to be a great city, you'd be one by now, right? 2000 years isn't enough for you? Come on, I mean, after a certain point, you might as well just give in. You're nice and all… you just don't have what it takes. And everyone knows it.
- **Age:** At least 1,200 Years… no more than 11,000 years.
- **Population:** 6d8x10,000 (60,000 to 480,000), or pick a city that had less than 500,000 people and was over 1,200 years old in 1900.

The Legends Return: Speaking of Fairy Tales… that's what you are. You are a myth, made manifest. An Olympus, emerged from her mountain peak; an Atlantis, reborn from the waves; a Shangri-la found in the deep mountains; a Cibola, streets made of gold; an Avalon, the mists rolling back now that the hour is come; a Brigadoon, a Hy-Brazil, an Asgard, an Aztlan, a Camelot, a City of the Caesars, Brahmapura, Ys, or Zion. You were lost but now you are found. You must make Cultural one of your Vibes and must pick a mythical or folklore city rumored to exist on Earth prior to 1901.

- **Plus:** Holy Shit, You Do Exist! Tourists… Tourists everywhere! Soooo Many Tourisssts! The money pouring in, both to sightsee and to buy your relics will be incredible.
- **Plus:** Legendary Culture. Because your culture is so old and so… remarkable… people are much more willing to convert to your ethnic identity rather than bring with them their own outside culture… at least until you make an ass of yourself on the global stage and everyone realizes that you're fundamentally human, despite the flying goats and trees made of sugar-candy… you have flying goats and trees made of sugar-candy, don't you? Or is that a different Legendary city. (note. You don't have flying goats and trees made of sugar-candy… unless you do. Asgard gets the goats. Big Rock Candy Mountain gets the trees.)

- **Minus:** Tourists. Tourists everywhere. The problem with remote mythical cities is that they don't really have hotels, and often are located someplace without anywhere to expand to. You'll be overrun by peaceful tourists, your treasures will be stolen by avaricious ones, and whatever country you're in will have some very pointed questions about territoriality. Play your cards wrong, and those tourists might be wearing military uniforms and refuse to leave.
- **Age:** 2d8x500 years
- **Population:** 2x10^1d6 (20 to 2,000,000)

Out of this World: Umm… you're from where? Oh. Right… Outer Space. And… you want to live here? Right then. Welcome to Earth. Try not to be too creepy. You are an alien settlement, deposited all at once on this strange new planet. Why have your people built you here? Good question… and one every human on earth will be asking. You must make Colonial one of your Vibe(s).

- **Plus:** Not Human. You can be populated by an non-human race that you have an alt-form for.
- **Minus:** To Serve Man. You're obviously aliens and very few humans will believe you come in peace. You'll have to work extra hard to prove it when you say "All we want to do is coexist."… if indeed, that's all you want to do. If you want to conquer, you'll have an entire planet against you.
- **Minus:** Not Like Us. As an alien culture, you'll be faced with a lose-lose situation. If you allow humans to settle in you, you'll dilute your alien-ness. If you don't, you'll always struggle to keep your population figures up.
- **Age:** 0 Years
- **Population:** 100,000

VIBE [Free/200/400]

Every city has a certain vibe,
a way of doing things and a purpose for it.
Select one for free, or buy a second for 200.
A third vibe will cost 400.

Colonial: Colonial cities are ones built by a foreign ethnic group with disproportional amounts of power over the natives. Colonial cities are typified by heavy stratification between the colonizers and the colonized, and are usually extremely wealthy cities, most often trade ports. Hong Kong, Calcutta, LA… these are Colonial Cities.

- **Plus:** Wealthy, Heavily Connected
- **Minus:** Oppression, Resentment, Culture Clash

Industrial: Industrial cities are heavily urbanized, designed to maximize productivity at the cost of things like comfort, clean air, and human rights. They tend to be fairly poor, densely populated, and have a thriving underculture. New York, Moscow, Tokyo, Shanghai… these are Industrial cities.

- **Plus:** High Productivity, Heavily Connected
- **Minus:** Poor Reputation, Crowded, Polluted

Cultural: Cultural cities are rich with history or art, places built around universities, museums, and religious institutions. They rely heavily on tourism and are most vulnerable to the shifting tides of public interest. They tend to be very pretty, but often are rocked by turmoil and disharmony between the cultural elite and those who merely live in the city but are too poor to take advantage of its (often expensive) charms. Rome, Jerusalem, Milan, Paris… these are Cultural Cities.

- **Plus:** High Standard of Living, Well Off, Educated Populace.
- **Minus:** Extremely Expensive to live in, Fickle Populace, Easy to Destabilize

Administrative: Some cities are designed around governmental themes, full of government buildings and government type

people. Berlin, Washington DC, Beijing, Buenos Aires, Ottawa… these are Administrative cities.

- **Plus:** Center of Power, High Prestige
- **Minus:** Boring, Bureaucratic

ORIGIN PERKS

Each Origin gains its 100 CP perk for Free and all its other perks for 50%.

UNIQUE PERKS

You receive one of these for free.

That Never Sleeps [200]: Some cities are open 24 hours, and you're no exception. For your entire time here, you cannot sleep. You will be aware of every one of the 3,155,973,600 seconds that pass in your stay here. After this jump ends, you'll find you do not require sleep anymore, though you may still sleep if you desire it. You cannot be put to sleep against your will, and even when asleep you maintain basic awareness of your surroundings.

The Big [200]: Apple, Easy, Peach, Orange, Whatever. They say you can't pick your nickname.. Well screw that. You can now pick your nickname and people will actually call you that. You can change what your nickname is every time you take a new origin, even if that origin is drop-in.

You Cheating Bastard [200] (Required for Alien and Mythic Cities): This allows you to buy perks and institutions from the Alien or Mythic Cities sections below. It has no other value. If you are an Alien, you must take any one drawback for no CP to unlock the ability to buy Mythic Perks or Institutions, and vice versa. New, Historic, or Reborn Cities need only pay 200 CP for this (unless you take it as your freebie).

NEW CITY PERKS

Small Town, Big Dreams [100]: The ability to plan for the future, to anticipate technologies, and the way they'll require more flexible infrastructure is key to any city's long term growth prospects. Tearing down buildings to widen streets or ripping up entire neighborhoods to construct stadiums is always more expensive and unpopular than simply having the space… but that must be balanced against not having things spread too much before the need is present. With this, you'll know the best way to hide expansion potential in clever ways, such as dividing

your streets with greenswards so that later they can be expanded more easily as needed, or requiring larger ducting to make wiring more easily upgraded.

As an individual, you'll find planning and future-proofing, as well as hiding useful features or supplies for later use much more intuitive.

Ethnic Diversity [200]: One of the big issues facing cities in the coming age of globalization is getting people of wildly different backgrounds and ideologies to work together harmoniously. As a city, your people will be simultaneously more likely to keep their ethnic uniqueness and to add it to your growing culture, and to accept the contributions of other groups, making others feel welcome and creating a greater sense of communal effort.

As an individual, the more diverse your followers and companions, the more creative and flexible they'll be, and the easier time you'll have getting new cultures to accept your changes, suggestions, and assistance.

Urban Planning Department [400]: The ability to state goals in easy step by step methods and understand the complexity of planned projects is absolutely vital to successful development, reducing overhead, and getting the public to accept what has to happen. Your people have internalized this lesson, being extremely invested in progress and refusing to be bogged down by the past, Your civic leadership will play to this desire and seek public feedback and allow the people to contribute, while being more resistant to corruption from the construction industry.

As an individual, you become an expert in Urban planning as well as gaining the gift to break any plan into (hopefully) easily accomplished steps that flow naturally into each other, though the more complex the final task the more steps will be required. Any plan you lay out will be easy for those you're relying on completing those steps to understand and miscommunications will be far less likely to be an issue.

Monumental Achievement [600]: Building monuments to push key ideals is one of the biggest ways city officials can influence the people, both of the current time and of future generations. Monuments are huge investments in time, space, and resources, and a wisely chosen one can become a landmark known world wide. Some, like the Gateway Arch, designed to push the concept of Innovation, are purely decorative, but others, such as the Vietnam War Memorial are

commemorative, and others, such as the Brooklyn Bridge and the Eiffel Tower (a radio tower) are functional. Your people will find it easier to internalize the values symbolized by any monuments that are constructed within your borders, while your civic leaders will find funding and constructing such monuments to be far easier than normal.

As an individual, any physical labor you undertake will be amplified in direct proportion to how many people are relying on the results. Build a house for yourself and it will take a normal amount of time. Build it for a hundred orphans and it'll go up far faster. Build new homes for a million displaced refugees and the effectiveness of your labors will increase still further. This bonus applies to any effort you personally lead. With this, building a much needed siege wall to protect a nation from invasion might be accomplished as fast as raw materials can be sourced and delivered, perhaps as little as a week or two.

CITY REBORN PERKS

Learned from the Past [100]: You personally gain a sense of how things that are happening now will be remembered by future generations.

As a city, your people remember the past and are less likely to make the same mistakes over again, as well as to find ways to use the pasts of other people and cities against them or to their own advantage.

Reclamation & Restoration [200]: You and your people gain an expertise in making areas habitable, as well as a sense of what ruined or dilapidated buildings and structures looked like when new and an understanding of how to restore them to that condition.

As a city, you'll have far fewer abandoned or rundown buildings and urban renewal will be nearly constant.

Signs of Life [400]: You possess the ability to revive things as long as a trace of life (actual or metaphorical) still remains, as well as the ability to sense life, even when buried beneath hundreds of feet of rubble, dirt, or sand. You can do this as long as you are in direct contact with that which is to be revived.

As a city, your agents (police, emergency services personnel, administrators, etc.) can perform similar feats as long as they are acting in your best interests.

I Rise Again [600]: Whenever you get beaten down, you find your willpower and prestige will increase when you rise from the floor, brush yourself off, and continue with what you were doing. This is even more effective if you refuse to strike out against those who harmed you in the first place. The more you fall and rise again, the greater your gains will be… as long as you never throw a fight. If you didn't start the fight, such beatdowns will have a greater impact on your willpower. If you started the fight to come to the aid of others, such beatdowns will have a greater impact on your prestige. If the beatdown was completely unprovoked, both are improved even more. Just being there does not count as provocation.

As a city, your people embrace the "Pick yourself up and dust yourself off" attitude, making them much more resilient to catastrophic downturns, often to the point of pigheaded stubbornness.

HISTORICAL CITY PERKS

Name Recognition [100]: Everybody knows your name. As an individual, whenever you give your actual name, people will know of you and your reputation. Whenever you try to sell people things, they'll be more likely to buy, simply because your name is associated with the thing being sold. As long as you don't abuse this to sell utter crap, they'll continue being more likely to buy from you than from others.

As a city, your name carries weight, making it easier to sell goods that bear your name or are associated with you. Convincing people to visit is easier as well.

Prestige of the Past [200]: Your contributions to history are numerous, and thus no matter where you (or those that associate with you) go, people will be more respectful, more likely to pay attention to your words, and more likely to honor you for your deeds.

As a city, your people carry with them extreme pride that makes them more resistant to the cultures of other places. People are more likely to judge your people favorably upon meeting them for the first time.

Ancient Beauty [400]: Cities aren't like people. The older they get, the more beautiful they become. Now, so do you. No matter your biological age, your chronological age shines through in every facet of your being. The older you are, the more graceful, refined, and glorious... as long as you take care of yourself.

As a city, you have a reputation for being breathtaking, especially under some circumstance, be it Tokyo in Spring, Paris at Night, Oslo in Winter, or Boston in the Fall. Just don't be like Rome and pick "When on Fire".

How Quaint [600]: As long as your actions are not actively harming others, they are extremely likely to merely nod and shrug whenever they see you doing something they'd normally disapprove of. When you do cross the line, they're more likely to voice their disapproval than respond with outright violence. They'll defend themselves, come to the aid of their friends and neighbors, but will often overlook racism, sexism, child abuse, or other cultural taboos.

As a city, people are far less likely to judge you negatively for anything they'd judge others for. Strange customs? How Quaint. Open air sewers? How Quaint. Rampant slavery? How Quaint.

MYTHIC CITY PERKS

The Rumors Are True [100]: If you're real, then maybe other myths are real too. You now have an easier time finding mythological or legendary cultures, individuals, or relics in any setting that canonically has them, and could even potentially discover them in those settings that don't outright deny their existence. You will also find that conspiracy theories are more likely to be true. You will instantly know if any rumor you hear is baseless or not.

As a city, people will be utterly fascinated by everything that comes from your fabled halls, no matter how useless, pointless, or dangerous. To the point that they'll buy knockoffs and people will try to steal from your people. Sometimes being popular isn't great.

Self Contained Economy [200]: You and your people are experts in self-sufficiency, in making do with limited resources, and of planning a self-contained, perpetual economic model.

Monolithic Culture [400]: Cultures you are part of, especially ones you are the symbol of, leader of, or capital city of, are virtually monolithic. There is seldom infighting, cooperation is increased dramatically, and ideological schisms are almost always resolved peacefully.

Ancient But High Tech [600]: You are an expert in making advanced technology out of lower tech items, and of integrating technology seamlessly into society. Technologies you introduce will be less disruptive and be adopted easier, and are harder to replicate. Not only that, but you've become a virtual genius in making technological items look like nothing of the kind. Scanners that look like mirrors, tables that are computers, stone idols that are forcefield generators. Of course, this makes you extremely good at spotting when others have done exactly the same thing and working out how such devices operate.

As a city, your people are well versed in such integration of form and function, able to seem quaint and harmless while being nothing of the kind. People will constantly underestimate your people as being uneducated hicks and rubes who can't possibly be advanced as modern folks... though this effect isn't enforced and if you show it to be wrong too often, more intelligent people will learn otherwise. Any area under your influence will accept new technology and innovations extremely rapidly and with a minimum of fuss.

ALIEN CITY PERKS

We Come In Peace [100]: Sometimes, the assumption of neutrality is vital if one wishes to keep from being viewed as a threat. From now on, as long as you remain largely pacific and don't overtly take sides, people you encounter will assume you're neutral, uninvolved in any of their political, commercial, or military conflicts.

As a city, you will be viewed as a neutral port, a place where hostile forces set aside their conflicts as long as they're within your borders... though this offers no protection should others choose to invade you or have a personal grievance against you and yours.

Not Like You [200]: Nothing keeps people on their toes like an adversary that's hard to anticipate… and your alien nature makes you just that. Planning against your actions is extremely difficult and often requires making wild guesses and even dangerous assumptions.

As a city, your people are far more likely to come up with radical innovations and embrace strange, often apparently contradictory ideologies, making infiltration by outside forces difficult. This will make your city seem like a haven for freethinkers… but also attract radicals and the discontent.

Check the Memory Banks [400]: You are the central computer of your city, a hyper-advanced machine-mind, and as such you have unlimited mental storage, enough to record the entire culture, history, and technological databanks of an entire society. While this doesn't come with any hypertech knowledge your culture didn't have in this time period (if you're Klingonese, it'll be the Klingon culture c.1900, not c.2400), it comes with a working database of technology suitable for a colony on a pre-information age planet, as well as a copy of every local publication your colonial masters could find.

As a city, your people can instantly access your databanks to find any information they might need. Yes, this is essentially giving them a mental link to the internet 100 years early. You're welcome.

Adaptive Biology [600]: Alien worlds are full of alien dangers. Things like disease are obvious, but strange atmospheric contaminants (be those odd smells or actual toxins), amino-acid incompatibility, and even changes in gravity or radiation levels can all screw with your people… or with you. Whenever you encounter a new environment with lifeforms that have adapted to that environment, you will rapidly acquire whatever biological uniqueness allows them to survive that environment. The more outrageous the adaptation and harmful the issue, the longer it will take, but hang out with cockroaches long enough and you'll be able to practically ignore radiation. Just make sure the environment won't outright kill you before you can adapt.

As a city, your people will likewise adapt to changes in the environment rapidly, adjusting to smog, light pollution, rising temperatures, traffic

accidents, and 3am curry with equal alacrity. Hopefully, they'll adjust to the 20th century better than humanity did.

VIBE PERKS

Each Vibe grants its 100 CP perk for free and a 50% discount to the others

COLONIAL VIBE PERKS

Our Names Are Better [100]: Names are important. They say something about the individual. When they're the names of landmarks and cities, they say something about that city's past and its people's culture. You can rename public institutions, streets, cities, etc. People will simply accept your renaming as if you had the authority to do so. As a city, your people will always name things in a unified and dignified fashion that you'd approve of, instead of trading political favors for naming the new stadium after some stupid construction company.

Colonial Overlords [200]: You gain special skill in intimidating entire peoples. As long as you can demonstrate your superiority to the man in the street, you can largely control an entire people through a combination of fear of reprisal and out of the idea that you'll reward their loyalty. This in no way guarantees they won't rise up against anyone you put in charge of them, but the better you treat them, the less likely this is to happen. As a city, your people will be more likely to obey authority figures as long as they don't get too corrupt.

Government by Fiat [400]: Democracy is for chumps. When you're in charge, people will just do as you tell them to. They might not be happy about it, but they'll accept your orders for as long as your rule doesn't get too oppressive. As a city, your leadership will find it much easier to get things done, though unrest will increase if they abuse this.

INDUSTRIAL VIBE

Urban Artwork [100]: A special feature of industrial cities is a plethora of statuary, murals, and other art installations. Your cityscape is dotted with these items, improving your civic morale and reinforcing your ethics.

As an individual, you gain a sense of what a piece of artwork is trying to say and the ability to instill deeper meaning into your own artwork, meaning that others will instinctively feel whenever they gaze upon your work.

We Work Hard for the Money [200]: So hard for the Money. Hard work can cover up a wealth of problems, overcome many problems, and the culture that embraces it is often going to make great strides. Normally, however, what's good for productivity isn't so great for culture, since hard workers are often frugal and annoyed by what they view as frivolous. With your heavy Industrial Vibe, that's normally a real threat, but somehow your people have managed to embrace a duality of culture that lets them sense when their productivity would suffer and when they can spare time and money to enjoy themselves.

As an individual, you too gain a sense of when your efforts are being impaired by things like stress, fatigue, or simply a lack of inspiration and a paired sense of when your amusements are edging into the "this will impair me later" territory.

Our Methods are More Methodical [400]: Every industrial society has a singular goal. Increase productivity. There are many paths to improved productivity, but they essentially boil down to the holy trinity of Efficiency, Safety, and Effectiveness. Efficiency means reducing waste, Safety means, well safety, and Effectiveness means greater quality. These are often viewed simplistically as Cheaper, Faster, Better. At the core of all these are communications, personal accountability, and cooperation. And that's where your people shine. They don't work harder, they work better. They help each other. They don't delegate, they do. They don't demand, they assist.

As an individual, your management abilities are increased dramatically, giving you a sense of how to improve the productivity of any effort you're involved in that you understand the basics of. If you have no knowledge of how a factory works, you can't help, but the more you know, the more effectively you'll be able to spot problems and come up with fixes. With basic knowledge of how cars work, you could double the productivity of an automotive plant in a matter of months. With a degree in automotive engineering you could quadruple it in a year. The more advanced your understanding, the safer, more efficient, and more effective you can make any industry.

CULTURAL VIBE

Flourish & Bloom [100]: Culture is all the little things people do and say, the thing that flavors and influences everything your people do. It is, in many ways, the spice of life. Your people's cultural products, such as food, art, jewelry, and music, are both more popular and more plentiful.

As an individual, you will find that you're a bit more artistically creative and your works more vibrant, accessible, and less likely to suffer from creative dissonance.

Our Culture is More Cultured [200]: Stagnation and Decadence are the mirror ends of the spectrum of cultural health. Too little change and your culture can no longer adapt and mature. Too much and you've got cultural cancer, a society rotting from with. Either way, cycles of stability and renewal, often destructive, are the norm. Your culture doesn't have to deal with that. Instead, your society is in slow but constant flux, being more resistant to flash fads while simultaneously being less set in its ways. Constant social and cultural development means your people will have enough time to get used to change, but never bogged down in out-dated traditions. They'll keep reinventing themselves before anyone can get too bored, and are generally more resistant to foreign ideas that would damage or destabilize your society.

As an individual, you'll gain an intuitive grasp of cultural mores and expectations, and the ability to subtly influence them to change or stabilize in ways either beneficial or harmful, at your discretion.

Cultural Expropriation [400]: Every culture is made of tens of thousands of elements known as Memes. Just as genes are units of genetic information, memes are units of cultural information. Cultures grow stronger when they absorb good memes and weaker as they absorb bad ones. Your memes are now Super Viral, meaning your own culture infects others more easily and your culture is rendered highly resistant to harmful memes and memetic threats.

You yourself, gain a sense of the origin of any meme or memetic threat and can choose to internalize it or to resist it, know what internalizing it will do to you and what your chances of resisting it are. And with this, those chances are extremely good, as this drastically increases your willpower when you're resisting any memetic hazard, and allows you to use willpower to fight any memetic threat. As long as you

remain free of a memetic hazard, those under your aegis will also remain free of it. Also, your cat macros will be very popular once the internet is invented.

ADMINISTRATIVE VIBE

Questions and Answers [100]: Census work is vital for any administration, since it's vital to know, in general, what population figures, ages, sexes, and religions one is dealing with. There is often great resistance to being asked questions by government agents, but not among your people, who are more likely to provide the authorities with objective information when asked.

As an individual, whenever you ask someone a question that doesn't pertain to any information they're protecting, they'll just answer it... as long as you don't seem too keen on getting the information. They'll never want to know why you want to know, nor will they question your right to ask that question... unless they're actively paranoid.

Our Red Tape is Redder [200]: It is a sad fact of governance and administration that records are vital to the process. A society that keeps good records is usually more likely to be prosperous long term than one that doesn't... yet, conversely, one that gets bogged down too far into record keeping and licensing is one where progress can grind to a halt. Your people are not only expert at balancing the need for records with the ease of paperwork, but are masters of organization of records systems, able to locate records with almost precognitive skill.

As an individual, you will find you can increase or decrease bureaucracy at will, as well as gaining the ability to intuit the location of any particular record within any filling system in a matter of moments. No more wading through 200,000 John Smiths to find the one you're looking for. No more leafing through birth-records to find an albino born in may to a hispanic mother and a jewish father. No more having to wait in line at the DMV.

Quantification and Normalization [400]: If there is anything bureaucrats are good at, it's counting almost anything that can be counted. This means your civic authorities will have a much better sense of the metrics of your city and your people will, by and large, be better at dealing with large numbers and have a better sense of scale. Normally, government has trouble making things better but they are very good at making them all the same, and as such, your people are much less

likely to have to deal with extreme poverty, extreme corruption, or any other extreme negative, as everything becomes a little more average.

As an individual, you can, simply by glancing at something, quantify all it's readily available values (e.g. how big a ship is, how much a person weighs, how many people are in a crowd, how many hairs are on a cat, etc.). This can also give you an average of how many subcomponents are contained within a thing, even if you can't see within it (e.g. how many carbon atoms in an average muffin or how many gallons of gas are in an average lawnmower, or even the demographics of large groups.) Furthermore, at a touch, you may rapidly bring any individual person or object you come into contact with up to a more statistically average state. (e.g. short people will get taller, junker cars will shift back to a more average level of wear (and their gas tank will even out), and underperforming students will see their grades rise.) This doesn't lower others however, though it will eventually shift the average if you keep doing it to enough sub-average samples.

INSTITUTIONS

Institutions are 50% off to their respective Origins or Vibes.

The Fourth Estate [Free]: Every city needs a Flagship Newspaper. New York and London have the Times, Washington has the Post, Metropolis has the Planet, Boston has the Herald, Osaka has the Asahi Shimbun, and Chicago has the Tribune. Your cityself gains the venerable Jumpstart… or whatever. This is both a political and cultural tool, boosting your economy, keeping your people informed and connected, and giving your agents a platform to push reforms and propaganda.

On the individual level, from now on you'll gain a customized weekly newspaper that is full of interesting articles about coming and current events that surround you and your companions. It'll have political cartoons about you and your enemies, puzzles, coupons, and adverts for things you'll be interested in. The classifieds will both amuse and interest you.

An Ounce of Prevention [200]: The 20th century is a time of massive population growth and densely packed cities bring with them a truly astounding amount of diseases. This era will play witness to incredibly nasty

epidemics… but not your cityself. Buy this and, miraculously, your people will be passed over by the forces of disease, for the most part. Colds and flus will still strike, but no major outbreak will sweep through your people.
On the individual level, you gain the formula for a universal anti-viral vaccine that blocks all non-engineered or magical viruses.

ORIGIN INSTITUTIONS

NEW CITY INSTITUTIONS

Green Space [200]: Humanity is very fond of greenery, be it grass or trees, and providing space in a city for such greenery improves both public morale and the general environment. It also upgrades property values, and not just of properties bordering the Greens. Your city is well supplied with such swards and alcoves. While not parks proper, these greens are cheaper to maintain and tucked in at seeming random. They can be cannibalized for expansion space as needed, and can, in turn, be used to replace buildings that are no longer needed.

On the individual level, you gain a tattoo that can take on any form and cover any part of your body you like. If you desire, you can pull part of it off and apply it to anyone else, though you still maintain control of the tattoo.

Subway System [200]: In the days before busses and cars, mass transit essentially meant trains and that means train stations and tracks. Your cityself is now blessed with a network of subterranean rail lines, elevated tracks, and dozens of subway stations. This mass transit system serves to boost trade, industry, and the popularity of cultural institutions, though it can make crime and pollution a little worse.

Alternatively, this may be a Streetcar system. Streetcars are much less efficient than subways, but require far less upkeep, few if any tunnels or elevated tracks, and essentially no stations. They do require wider streets, special street-level tracks, and cables (or horses) and are much more popular with tourists, but cannot move anywhere near as many people.

On the individual level, you gain a customized self-operating Subway Coach (or Streetcar) that appears any time you step into any public mass transit system to

whisk you away to wherever you want to go. If there aren't rails where you want to go, this vehicle transforms itself into some other form of mass transit, be that a bus, plain, shuttle, or spacetrain. The transformation is completely external and will not bother those within. There must be a station at each end of the journey… even if the station is in ruins.

Skyscraper [200]: This is the modern age, and the sky is literally the limit. Your cityself has just laid the foundation of what will be, once complete, the tallest building in the world. Sure, it might seem presumptuous for a newly founded city to attempt to outdo the Park Row Building in New York City (tallest skyscraper 119 meters tall) or Ulm Minster Church (tallest building 161.5 meters), but faint heart never won fair challenge. The longer you take to complete this, the more impressive it will be, but the longer you'll delay it having any effect on your reputation or economy. It will be a tourist draw regardless, but you can choose if it's a civic building that improves administration, an office building that improves economics, or a cultural building that improves culture.

On the individual level, you acquire a remote control device that can, at the click of the only button on it, add a floor to whatever building it's pointed at. This floor will be added to the building roughly at the level you're pointing at and is added seamlessly, with no one not watching you do it realizing anything has changed.

Modern Marvel [200]: A modern age demands modern wonders, be it a new lighthouse, a modern colossus, or a grand new temple to this grand new age. Your cityself has struggled long and hard to lay the groundwork of such a marvel, though it will be at least a decade before this wonder of the modern world is complete. Some major monument or landmark rises slowly in your cityself, drawing in visitors and establishing a sense of identity and civic pride. When it is, at last, complete, it will be one of the true Wonders of the World.

On the individual level, you gain a hat that everyone will agree is the most wonderful hat they've ever seen. It's a very nice hat, completely indestructible, and will be the envy of all who see it. It goes with any outfit.

Public Education [200]: An educated populace is a productive populace. As the world shifts ever further into the age of machines, having a literate (in words, mathematics, and the sciences) citizenry becomes ever more of a boon. Public schools are an investment in the future… an expensive one at that. Yet your founders were smart enough to make that investment at your founding (or at least

20 years ago if you're not a New City) and the first generations of children to pass through your academic system are just entering the workforce as you enter this world. As long as your city council keeps the funding coming, your schools will be among the best in the world, producing high school graduates ready to attend the most prestigious of colleges around the world. Hopefully they'll return to raise their own children in your busy streets.

On the individual level, you gain a cafeteria which can serve school breakfasts and lunches to up to 2,400 people a day. It's not great food, but it is balanced and nutritious. Thursday is meatloaf day.

CITY REBORN INSTITUTIONS

Ruins [200]: Ruins are great. Sure, they take up space and require constant maintenance to keep them from falling down any more and you can't put industry or housing where they stand, but tourists freaking love ruins and so do researchers. Having remarkable ruins means you'll be a center of historical research, as well as receiving funding from world heritage preservation types. They also provide a cultural touchstone, something everyone in the city can be proud of, even if they're immigrants.

On the individual level, you gain a subscription to the Omniversal Heritage Association's "Ruins & Relics" magazine. It is published once a decade and features a comprehensive guide to the location of all important ruins in whatever setting you happen to be in, including basic maps to those ruins and a list of important features of said ruins. For preservation only, of course. What kind of monster would use such a thing for looting?

Suburban Sprawl [200]: While not technically an institution, Suburban Sprawl allows your city to absorb neighboring towns more easily, treating these lesser towns and cities as appendages of the larger city and absorbing their populations while subsuming their own individuality. Resistance is futile. Do this enough, and you might even get their borders erased and added to your own.

On the individual level, you gain a portrait of yourself that all who gaze upon will feel the desire to be more like you. You can instil any value or values you actually prize into this portrait to serve as inspiration to those who view it.

Stadium [200]: Yay, Sports! Few things bring as much prestige (not to mention money) to a city as having a professional sports team. Buying the Stadium gives your cityself your choice of team and guarantees that sport's popularity in your region for the

next century. The team is owned, like the Greenbay Packers are, by the city itself and so it cannot leave and all profits from the team flow back into the city's coffers.

On the individual level, gain permanent ownership of a Sports Team. Wherever you go, you'll own a professional franchise team in whatever the local popular sport is. Goooo Sports!

Public Parks [200]: Ah, the venerable public institution that is the park. A place to take the family of a Sunday or to stroll through in the evening hours. A place to throw around a frisbee (once they're invented) or walk the dog. A place where children play, bands play, and all it takes is millions in landscaping and gardening… for which the city makes absolutely no money. They are enormous cash sinks… but they are incredibly popular and do more than almost anything else to keep the people of a city happy. Your cityself is dotted with small parks on the scale of one to twelve acres which are largely supported by trusts or charities, as well as one or two massive public parks which the city council pays for, supplemented by venue fees and special taxes. Dublin's Phoenix Park is the largest such park in the world, at 1,750 acres.

On the individual level, you gain a park for your warehouse. It's a greensward with trees and a carousel and a duck pond with ducks. It covers 36 acres and cannot be used for storage, but you can make improvements and it is self maintaining. It has a dial which allows you to set the season or time of day. It has a random assortment of food vendors, but they always include a hotdog vendor.

Clean Streets [200]: A Department of Sanitation is pretty much a requirement for any city of any size, and your cityself is no exception. However, there are Departments of Sanitation and there are Departments of Sanitation. Yours falls into the rabid wolf variety. They'll keep the streets freaking spotless. Trash pickup every week like clockwork, sewers that always function, and streets without garbage to be found even in the garbage cans… and they'll be super discreet about it. Trash ninjas. And they'll do it without teamsters and without going on strike, and all for half the budget of other cities. It's like a religious calling with them.

On the individual level, you gain the services of the Order of Sanitation. This is a special holy order that can be called in to clean any mess, no matter how epic. They don't leave traces behind and they enjoy challenges. They can be anywhere in the multiverse in an hour or less… but won't take you with them.

HISTORICAL CITY INSTITUTIONS

Old City [200]: Few things in human society are as powerful as a sense of continuity. The Old City is the physical representation of this fact. While a thriving district in which people live, work, and eventually die, this area is also a living museum in which the relics of the past mingle seamlessly with the modern. Not only is this area a tourist destination, but it provides your people with a strong symbol of their identity.

On the individual level, you gain a clockwork heart encased in glass. It makes a fascinating clock, one that keeps perfect time and reminds anyone who looks at it of who they used to be.

Slums [200]: People are such useful things. They buy things, they make things, they produce more of themselves. Unfortunately, they take up space with all that making and having and producing… the Slums are a way of minimizing just how much space they're taking up. Sure, the Slums aren't pleasant to live in, but you can fit an incredible amount of people into them. Slums are brutally oppressive, but they produce an incredible sense of identity and a drive to survive, to escape, to make something of one's self. Far more densely packed than more refined urban projects, Slums pack thousands of people into tiny areas and, over time, these warrens can take on a character all their own. They drastically boost your population and workforce, but must be carefully hidden from the tourists, as they are not places you want outsiders to go.

On the individual level, you gain a compass that always points out the path through any maze. It points towards the next turn you should take to reach your destination, even in three (or more) dimensions.

Arcade [200]: Call it an esplanade, ramblas, plaza, boardwalk, prado, or promenade, the arcade is a closed street reserved for pedestrians to walk and shop. A vast open area, either a public square or a boulevarde, the Arcade is lined with small shops and restaurants, and often populated by street performers. While certainly not the most impressive of institutions, and not one that people will travel from around the world to see, Arcades are still invaluable as a casual forum where people from all walks of life can interact with each other. They reflect the true character of your cityself and culture far better than any grander structures or institutions… and they aren't bad

for the economy either and preserve a sense of community and simple pleasures. It is not an arcade in the "video" sense.

On the individual level, you gain a mirror that reflects the inner character of anyone who gazes into it, without exaggeration or deceit.

Walled Neighborhoods [200]: The big problem with big cities is their often daunting size and their ability to swallow up entire communities as they grow. Normally, these smaller communities would flow into the morass and lose their individuality, but with Walled Neighborhoods, they will instead form cultural pockets that, while still being part of the larger cityself, will maintain their own unique flavor. These enclaves are notoriously resistant to outside forces, and while there are often rivalries between neighboring neighborhoods, in your cityself they'll be more of the friendly variety. Not only do tourists love being able to visit multiple micro-cities, but the cultural fonts that these neighborhoods provide will keep pumping out innovation as they feed into the city surrounding them.

On the individual level, you gain a large conference table and matching chairs. Whenever different factions gather around this table, they will see how their differences aren't as important as they previously thought and will be more likely to reach equal compromises. It is always the right size, and shape… it makes an excellent poker or mahjong table table as well.

Civilian Authority [200]: Call them what you want to, but a Police Department is absolutely vital to maintain public order and keep the crime rate down. That they can be used to quell descent, expel the unwanted, or, in extremis, solve murders and other capital crimes is useful, but of secondary importance. Keeping the upper crust, businessmen, and tourists feeling safe can not be overstressed for any city that desires to obtain global status. Your cityself's police department is exceptional, both in doing their duty and resisting corruption.

On the individual level, you gain a badge that will entitle you to be treated as a retired police officer or a visiting chief of police in any city you visit that respects the rule of law.

MYTHIC CITY INSTITUTIONS

Glorious Palace of the Ancestors [200]: A mythic city should have a mythic palace in which to welcome not-so-mythic visitors. This grand, soaring palace is both ancient and refined, a work of the ages, decorated by generations of the finest artisans and lovingly maintained. It is sure to wow any allowed into its halls… though it might also stir up… envy. People will travel across the world to see your palace… it also makes a jim-dandy center of government, and is hardened against attacks. You're isolated… not stupid.

Your incarnate self is (additionally) granted use of… well… the grand hall of this palace. This can either transform your warehouse into a replica of the great hall of your palace which you can then clutter up with stuff, or gives your warehouse a huge open area… which you can use to hang banners and hold parties in, but it's not to be used for storage… you could probably get away with sticking some artwork on the walls and hiding the tables and chairs behind those pillars, if you wanted to.

Repository of Ancient Wisdom [200]: Just because your people have been cut off from the rest of the world for centuries, doesn't mean they haven't been paying attention. This vast library of documents from all over the world chronicles the complete and unvarnished history of mankind from the first recorded word onward. Tomes long thought lost can be found in these halls, faithfully preserved through the long ages of darkness. If it has been published within the last 12,000 years, your people have had access to it.

The finite version of your 'Self' may find the following useful… a library card to these sacred halls, entitling you to have any tomes within this library supplied to you upon request. Further, any book, scroll, document… any form of written or printed media… that you touch this card to will be copied by the Keepers of the Ancient Wisdom. They can copy a single book in less than 15 minutes, with scrolls usually taking less time and documents even less, though images take longer than words.

Unreal Defenses [200]: Somehow, you have managed to hide away from the rest of the world for centuries, only occasionally being stumbled upon by adventurers and wanderers. Be it a magical mist, a great oceanic dome, an eternal blizzard, a time vortex, or some other barrier, you are able to throw up defenses that cut you off from the outside world, making you all but impregnable (at least from the outside). However, while using these barriers, your ability to influence the outside world is likewise

reduced. These defenses rely on the power of the Collective Will (essentially your culture's spiritual energy) to work, so keeping morale up and dissent down is key.

The localization of your identity acquires a device which can be installed in any city or city-sized object that replicates this effect, though it requires an incredible amount of spiritual energy to maintain.

Great Barrier [200]: Isolation isn't maintained merely by passive defenses. The Great Barrier is an active defense, a series of highly aggressive guardian creatures, or lightning projectors, or other deterrent designed to keep the outer world from imposing its unenlightened views and demands upon your cityself. While not as absolute as the Unreal Defense, the Great Barrier doesn't isolate you in and of itself. Most importantly, the Great Barrier is an example of what the outsiders call "Defense in Depth"; it completely surrounds your cityself for many kilometers, providing farming, fishing, or hunting grounds for your people, if that is what they desire. Thus, it does double duty as either a source of sustenance or a source of ease for your people, all while keeping them safe from the Barbarians at the Gate. These defenses should be easily capable of fighting off an entire WWII era army division, though they can be overwhelmed.

To protect that part of you which is transitory, you gain a weapon that operates upon the same principles. Perhaps a war golem or monster of your own, perhaps a handheld lightning gun, perhaps a "wand" that encases your enemies in solid crystal. Regardless of the form it takes, it will be easily enough to take out an entire mechanized company c.2000 by itself.

Unseen Servants [200]: To have survived the extended isolation of the ages, your people have delved deep into mysteries unperceived by lesser minds and have found that material pursuits distract from the more important tasks of life. To that end, they have created ephemeral agents of the collective will to serve in all the mundane tasks of daily life. Be that farming, or cleaning, or simply serving tea. These "Unseen Servants" are not invisible or incorporeal. Rather they merely do not exist when not needed and cannot be perceived, except in the actions they take while unobserved. If one were to pay attention, the tea would never be served. But in the moment of inattention, the tea (and biscuits) will have arrived. They are not particularly good at construction or repairs, but very good at tasks that require fine attention to details, such as the assembly of watches or the making of tea.

There are also enough of them, as long as the collective will desires there to be enough and their needs remain simple. People who defy the collective will can find themselves

cut off from these servants, as can those who fail to live up to cultural ideals, fail to contribute, or make exorbitant demands on the system. The Unseen Servants are exceptionally powerful against hostile spiritual entities but cannot harm any living thing, though invading armies may find their ammo missing, their food spoiled, and their machines trashed.

The corporeal 'You' will be served by a small number of such ephemeral agents of the collective will. They will act in a similar fashion as those of your cityself. They are not individually particularly strong. As you are the epicenter of the collective will, you cannot be cut off from it.

ALIEN CITY INSTITUTIONS

Skyport [200]: Dropping out of the sky might unnerve these flightless locals who haven't even managed to get off the ground outside of gliders and hot air balloons, but it doesn't bother you. Your people crossed inter... planetary? Stellar? Galactic? Space to get here. The skyport is the realization of that, allowing you to import or export goods to your alien overlords. Once the humans get air travel underway, you'll be set up for that, with both landing pads for airships and runways for planes. And you'll even have a leg up in the whole "Space-Race" field of course. Until then, it's not great for your economy, but the humans might be interested in it for purely curiosity reasons. Maybe they'll pay your people to take them to that dead lunar rock of theirs.

For personal use, you gain a transatmospheric jumpjet that can reach any point on Earth (or a similar planet) from any other point on the same planet within 30 minutes of launch. It can also be used to reach LEO and carries up to 140 passengers or 60 tons of cargo. You also gain a landing pad extension to your warehouse for this jet and the blueprints to build more pads and jets, though that requires technology that will not be available on Earth until the 21st century.

Breeding Pools [200]: Breeding is tedious, but has to be done. But nothing says you have to disrupt a perfectly valid lifestyle to raise the resultant offspring. Breeding Pools (which need not be actual pools) have fully qualified staff that can raise the future citizens of your city far better than their biological antecedents could. This institution means your cityself will build alien population faster than it otherwise would, meaning you

needn't rely on human immigrants quite so much… though they'll be much more suspicious of you for having these facilities.

For personal use, you gain a daycare center for brainw… er… raising any offspring you or your followers or companions might have. This is accessible through a door installed in your Warehouse and is staffed by individuals / entities fully capable of dealing with the tricky subject of raising beings like your potential children in whatever environment you feel is best. Prepping them to be would-be conquerors? Sure. Artists? Not a problem? Productive members of society? Eh, why not. Someone should be.

Tectonic Stabilizers [200]: The problem with geologically active planets is the natural catastrophes that seem to plague them. This system, installed all around your city, protects it from not just earthquakes, but also tsunamis… and as a bonus, the geological energy they harvest can be used to create a shield which blunts the worst of the local atmospheric disturbances. Does make lightning storms worse however. Unfortunately, the system is expensive to operate and has no economic upside.

For personal use, you get a personal weather shield and the blueprints to build similar systems in the future.

Assimilation Center [200]: Humans are… rambunctious. Plus, they don't have the same ethics, morals, or logical capacities as more enlightened species. That's why your alien overlords have provided you with this Institution. Sure, it might be a crime against humanity to use these "re-education centers" but humanity does terrible things to each other all the time, so what's the possible harm? These are secret facilities, obviously, but if the humans find out about them, they will (collectively) turn against you, doing everything in their power to destroy you utterly. Still, as long as they don't know about them, you'll be able to indoctrinate any immigrants (willing or otherwise) to see things your way. Works less well on the unwilling; an open mind is easier to manipulate. Also has problems with tinfoil.

For personal use, you gain a chair from one of these centers and blueprints for more. They can be used to… influence… the weak willed, changing their behaviour on a fundamental level. Doesn't work through tinfoil or on people with exceptionally strong senses of self.

Auto-maintenance Depot [200]: Keeping a city running is an expensive, time consuming task, and it never ends. Things break down. It's a law of physics. That's where this institution comes in. As long as its funding is maintained, it will, in turn, keep your infrastructure in good repair. Should anything damage your cityself, this legion of autonomous robots will repair it in due time. This makes maintenance cheaper in terms of both money and manpower, but does make changing existing structures somewhat harder, as the Depot must be reprogrammed with the new schematics.

For personal use, you get a small personal Depot, just large enough to repair and maintain anything smaller than your actual Warehouse.

VIBE INSTITUTIONS

COLONIAL INSTITUTIONS

Oppressed Minorities [200]: What good is being a colonial overlord if you don't have second class citizens to lord over? Well, you'll never have to worry about that, since this institution gives you a huge population of locals to oppress... or maybe you've imported them from other locales and now you're using them to drive out the locals who are less willing to be oppressed. While they're terrible for unrest, and not great for the commercial economy, they're wonderful for the service and industrial sectors. And, if history teaches us anything, they don't exactly harm tourism... in fact, you might get a bump from certain types of tourists with unsavory plans. The only real downside is that, as the 20th Century evolves, they'll become progressively more and more of a security issue, and your foreign prestige might take a hit from human rights groups.

On an individual level, you get a complete household staff of attractive, quiet, and (above all) docile locals wherever you go.

Rural Plantations [200]: Many foreign locales are famous for some biologically unique substance, be it cotton, flax (from which linen is made), coffee, saffron, indigo, tobacco, hemp, cane sugar, cacao, cinnamon, silk, tea... opium... whatever it is, if it can be farmed, the likelihood is that it will be. Such goods are often extremely profitable, and if one can minimize the production costs, they can be as good as gold. The plantation system is one of these ways, a system where vast

areas are farmed from a central location by people who reside permanently on the property. Not only does your cityself gain several outlying plantations that actively produce whatever goods you're famous for, but your inner city has multiple surviving plantations houses from the area that has been converted into the inner city. These make great homes for the wealthy, as well as being large enough to be converted into public venues or administrative buildings.

On an individual level, you get a steady supply of whatever good your cityself's plantations produced, in trade quantities. This is roughly equivalent to what a single plantation would produce in a year, divided across twelve monthly shipments. Hope you like bananas.

Port of Trade [200]: The lifeblood of many cities is trade, and few cities know this better than cities with colonial roots. A Port of Trade, be it a river port or seaport, not only allows you to bring in foreign goods and send out your own local goods, but means you can serve as a transhipment point, a nexus of trade from the entire surrounding area. Ports of Trade take up a huge chunk of your infrastructure space... but they are nothing more or less than a license to print money if administered correctly.

On an individual level, you get a discount card that grants you a 20% discount on everything that has a fixed price or is a commodity and is accepted anywhere such goods are sold. Purchases made with CP, or other similar jump-chain related point stipends, cannot be discounted for obvious reasons.

Colonial Militia [200]: Being far from home makes security an issue, especially as you can't expect rapid reinforcements from the old country. That's where a good militia can come in handy. This semi-formal institution is largely formed of civilians who pool their resources to provide for weapons, uniforms, and ammunition. They train together and are designed to rapidly respond to threats against your society... so what if they occasionally get all vigilante and lynch some people for being uppity? While they aren't a standing army, they're probably the next best thing.

On an individual level, you get an entire public arsenal, enough arms, ammo, and uniforms to outfit 3,000 militia men. It also comes with field and training manuals. The whole thing takes up a summonable unit the size of a cargo container, but always looks innocuous regardless of where it's summoned to. It will always match the tech level of the setting you use it in.

INDUSTRIAL INSTITUTIONS

Industrial Sector [200]: Production is the lifeblood of society, and heavy industry is the beating heart that drives progress. Steel Mills, textiles, chemical processing, stockyards, shipyards… there are dozens of different sectors, but they all have three things in common… wealth, workers, and pollution… all in simply staggering numbers. You gain a factory complex for one such heavy industry, complete with rail yard and or port for bringing in raw materials from around the country and pouring out finished goods in ever increasing amounts. As long as the world needs what you provide, your people can make a killing… though be careful that they don't leave you uninhabitable.

On the individual level, you gain the blueprints for and a sample of an Industrial Mixer Board that can be installed into any factory or production facility. This board can be used to augment the output of the factory /facility it is installed in… at the cost of drastically increasing the pollution and decreasing worker safety. While the output rises multiplicatively, the pollution rises and safety falls exponentially.

Urban Projects [200]: These city owned housing units are incredibly densely populated, but full of the city's working poor. This Institution allows you to drastically increase your population with ease, especially as the growing urbanization trend of the next couple decades hits its stride. More people means more workers for your factories, but it also means more mouths to feed and more potential unrest. While Projects and Slums are similar, Projects aren't nearly as densely populated as slums, nor are they as dangerous. While they certainly don't have the risk of crime or disease, they also lack the character. Projects are just ugly and boring, and all around cleaner. They are a compromise between slums and actual housing. The population of Projects tend to be better educated and much healthier than those in slums.

On the individual level, you gain access to a hiring service which will always be able to find people willing to work on your various projects

as long as there are people about. They may not be that skilled, but they'll be eager to work as long as you're willing to pay.

Security Checkpoints [200]: Keeping everyone in their proper place can be a full time occupation, and that's where these chokepoints come in. Placed along all major arteries of the city, and around all the major routes in and out of the city proper, these effectively divide the city into enforced neighborhoods. This institution keeps issues and unrest in one district from spilling over into other districts as easily. It makes enforcing laws and keeping the peace easier, but may restrain trade and the flow of ideas, as well as be seen by some as totalitarian.

On the individual level, you gain a special handheld monitoring device that can locate and track all security checkpoints and patrols within 50 kilometers of your present location… much more if you hook it to external sensors such as a radar dome or similar.

Department of Fire [200]: What's the best in life? Not having your buildings burn down. Trust me… it suuucks. That's where having a fire department comes in handy. You'd be surprised how many cities didn't have a formal fire department at the turn of the 20th century. Not only does your city have such a department, but they're drawn from the most experienced volunteer brigades of the time and are well equipped, well trained, and relatively free of vices. They'll always be a bit ahead of the curve as long as your officials support them. They are a little expensive… but so's rebuilding.

On the individual level, you gain a suit of high end firefighter gear that will keep anyone safe in any inferno. It resizes to the wearer and protects them from smoke, heat, and (to a limited degree) having things fall on them or explode near them. It also comes with an axe which can chop through any construction material.

CULTURAL INSTITUTIONS

Museum Mile [200]: Among cultural institutions, none stands paramount besides the Museum. These storehouses of culture, full of the trappings of the past or art of the present or even ideas of the future are the centerpieces in a city's crown.

Every city has many, but your cityself has made something special, a grand boulevard of Museums, a plaza or promenade of art and learning and history and science all on display for the world to see. Such an institution spurs awareness of the past, interest in the present, and commitment to the future, bringing the people together and bringing in tourists, scholars, and dreamers from far off lands.

On the individual level, you gain an all access pass to any museum in any world you visit. You'll have no problem getting visiting scholar access to all but the most heavily guarded of relics… as long as you don't abuse it too much. Even if you do, your reputation for being a thief, vandal, or prankster won't follow you, so each jump will clean your slate.

City University [200]: Institutions of higher learning are vital to the prestige of any would be great city. Boston has Harvard & MIT (and half a dozen others), New York has Columbia & NYU (and more), Zurich has ETH & U of Z, London has University College, the Imperial College, & King's College… not to mention nearby Oxford. Yet, this club is not exclusive. With this, your own cityself will become home to such an institution, famed worldwide in a dozen fields of study and among the top 5 worldwide in one particular field of your choice. It is up to you if it is private or public, for profit or not. The top 100 institutions in the world contain a fairly diverse mix of all types.

On the individual level, you gain access to a brain trust, an academic department which is completely dedicated to working on whatever project you hand them, constantly updating their research with any material you give them. They'll send you prototypes, progress emails, ideas, suppositions, and keep working 60 hour weeks happily year round. They're not companions and don't travel with you, but they're always in sync with your timeline and never wonder how you're getting all this cool tech. They don't share your tech with the outside world… if there is an outside world wherever they are.

Cathedral of the City [200]: Religion is probably the oldest cultural institution, and houses of worship give that institution an epicenter. A Grand Cathedral to a particular faith can bring tourists and pilgrims from all around the world, and even tourists of other faiths will often enjoy visiting. While your own Cathedral isn't going to have the same standing as St. Peter's or the Dome of the Rock, it will stand with such buildings as Notre Dame, the Hagia Sophia, or Lhasa Palace.

On an individual level, you gain a sacred plate which can be attached to any building, converting it into a formal house of worship. This makes the place holy, a sanctuary against civilian law, and drives out any hostile spirits (destroying very weak ones).

House of Wagers [200]: What, you never thought of a Casino as a cultural institution? Rich people love to gamble. Buy this and your city will gain a glorious palace to human greed, a fancy ass casino like the one in Monaco or Carlsbad where the creme de la creme of society, ladies and gentlemen of good breeding and bad impulse control will gather to squander their fortunes. It may not be brilliant for your reputation, and it may not bring in a huge number of tourists, but those it does bring in will have cash to burn. The Casino will even double as a venue for smaller events. Boost your economy! Remember, the House Always Wins.

On a personal level, you gain a Cheater Detector which will tell you if any gambling machine is rigged and alert you if anyone is cheating in a game against you. You also gain the blueprints for an anti-cheater detector that can be built at any industrial tech level.

ADMINISTRATIVE INSTITUTIONS

Court of Law [200]: Laws are good for public order; they let everyone know what's expected of them and (in theory) why. Courts are the forum of recourse, a place where civilized people go to redress wrongs instead of resorting to base violence. The Court, which strives to maintain a balance between the spirit and letter of the law, strives as well to maintain public order and justice. This institution establishes a grand courthouse within your cityself, a place where civil and criminal cases are held daily. In its default mode, it reduces the crime rate somewhat and makes the people generally more agreeable. It can be shifted towards either the letter of the law (more crime prevention) or the spirit of the law (happier people), but both tend to destabilize the system after a while.

On the individual level, the Court takes the form of a statue of Dame Justice, armed with the Sword of Truth, the Scales of Judgment, and the Blindfold of Impartiality. She is a completely fair and utterly unbiased judge, a sage advisor, and not very much fun at parties. She can become a companion if you like, but otherwise remains immobile unless actively being consulted. Anyone who willingly picks up the sword cannot speak falsehood. The scales are completely and

perfectly balanced and can expand to any size and compare any two things, but cannot be used other than to judge relative values.

Royal Palace [200]: Every administration should have a central hub, a place where the people can look up and see that their administration is hard at work, a symbol of civic pride and civil responsibility. The Royal Palace, so called regardless of your particular government type, is a massive bureaucratic center where records of all kind are kept and processed. It acts as a focus for your city government and reassures your people that someone is in charge, someone is doing... something. Unfortunately, it also serves as a really good place to focus aggression, but it does keep things well organized.

On the individual level, the Royal Palace takes the form of an individual, an Administrative Assistant if you will, whose sole purpose is to keep track of everything you've done, everything you own, everywhere you've been, and all the projects you're working on. If you need permits to build something, he'll know and he'll go get them. If you need a plumber, he'll arrange it. If there are forms that need filling out, he'll fill them out. His appearance is always non-descript and seems to change depending on your mood. His... or her... or its... temperament always matches your mood as well.

Grand Terminal [200]: Transportation is the lifeblood of any city, and the bigger the city, the more important mass transit is.. And the more mass transit, the more complex the system must be. And it becomes vitally important to have a central institution to oversee this ever expanding network of trains and boats and (who knows) potentially more advanced modes of transport... these new horseless carriages, perhaps? Your cityself has recently completed construction on a massive public building designed to act as a port of entry into your streets, a Grand Terminal where one can catch a train, a boat, or even a carriage to whisk them away to parts unknown. The Grand Terminal improves both the transportation sector and tourism, while reducing congestion significantly. It also helps when you try to implement future upgrades to your mass transit system.

On the individual level, the Grand Terminal takes the form of a guidebook to any city's transportation network, always mapping the best or most interesting way to get from one part of the city to the other. It updates constantly, in real time, and is only ever wrong when being wrong would be more fun. It also has a bunch of interesting factoids about various sites, stops, and landmarks... if you're interested in that kind of thing.

Criminal Syndicate [200]: Not all administrative institutions are formal, and not all of them are state sponsored. The best example of this is so called "Organized Crime". Sure, having a Crime Syndicate in your cityself isn't ideal... but the reality is you'll probably end up with one anyway... or more than one if you're unlucky. So, in order to head off any potential Crime War, or at least mitigate the results, you can choose to install your own handpicked Syndicate. They're still criminals, but they're loyal to you and yours and will strive to keep other criminal elements out. They're also more restrained than most other criminal organizations, knowing a good thing when they've got it.

On the individual level, you acquire a little black book of criminal contacts in all sorts of fields. It updates to each new jump, and the holder of this book is automatically vouched for, until the holder betrays any criminal in the book, at which point that effect ends until the start of the next jump.

COMPANIONS

City Council [Free]: Cities require leadership. To that end, up to 8 of your companions can make up the administration of your city. Pick one to be the leader of this council. These are the only people you can communicate with on a conscious level. They will be able to remember your conversations and physically interact with your "spirit". They gain their choice of two Vibes and 600 CP to spend on them. They can only use the personal side of the perks, and cannot buy Institutions or Origin Perks.

Council of Cities [400]: A Metropolis isn't just a single city. Rather, it's a collection of nearby cities. Any of your companions who aren't on your City Council can import as your suburbs. All Suburbs gain 1 Vibe (Which need not match any of yours), as well as an Origin that matches your own. They gain 900 CP to spend on Perks or Institutions.

Servant of the City [300]: Somewhere in the mean streets of your cityself resides an individual who possesses the ability to channel your particular uniqueness. This Avatar of the City is your chosen one, able to act in your name. You can grant them the use of any of your powers or abilities as long as they don't actively reject you. These powers are strongest within your borders, and fade rapidly with distance. If your chosen one rejects you or dies, another will arise within a few months. You may, at Jump's end, make your final Servant a companion, granting copies of any number of your own

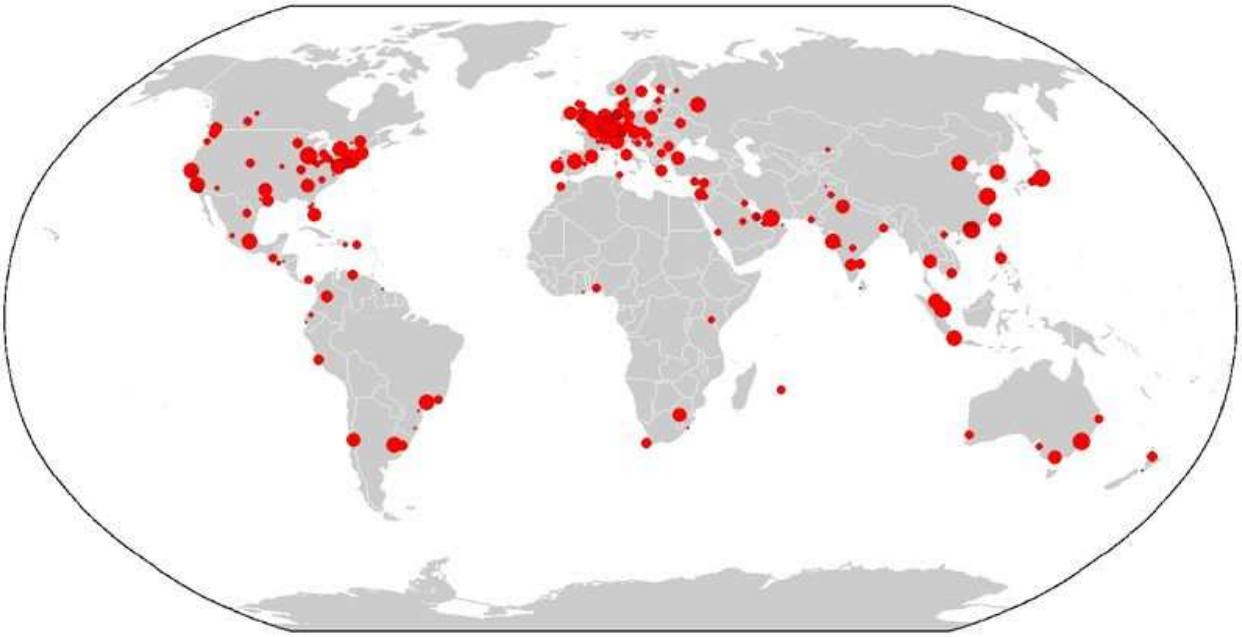
current roster of perks to them permanently if you desire to, though they don't gain your skill in using them and lose those immediately if they break faith with you. This cannot be used to import an existing companion.

SCENARIO

A global city, also called world city or sometimes alpha city or world center, is a city generally considered to be an important node in the global economic system. The concept comes from geography and urban studies, and the idea that globalization can be understood as largely created, facilitated, and enacted in strategic geographic locales according to a hierarchy of importance to the operation of the global system of finance and trade.

Standard characteristics of world cities are:

- Centres of new ideas and innovation in business, economics, culture, and politics
- Centres of media and communications for global networks
- Dominance of the national region with great international significance
- High percentage of residents employed in the services sector and information sector
- High-quality educational institutions, including renowned universities, international student attendance, and research facilities
- Multi-functional infrastructure offering some of the best legal, medical, and entertainment facilities in the country
- A variety of international financial services, notably in finance, insurance, real estate, banking, accountancy, and marketing
- Headquarters of several multinational corporations
- The existence of financial headquarters, a stock exchange, and major financial institutions
- Domination of the trade and economy of a large surrounding area
- Major manufacturing centres with port and container facilities
- Considerable decision-making power on a daily basis and at a global level



Global Cities are ranked from Alpha++ to Sufficiency Level (A++, A+, A, A-, B, G, S). There are only two Alpha++ cities (London (#1) & New York (#2)), and they are the linchpins of global society. Alpha+ cities are a bit more niche than A++, and Alpha / Alpha- cities link major economic regions (Europe, Southeast Asia, the American West Coast…) into the world economy. Beta cities link moderate economic regions (The Mediterranean, Southern India, Southern Africa…) into the world economy. Gamma cities are for smaller regions still. Sufficiency level cities are ones that can manage to operate somewhat non-dependent on world cities for their services, but don't actively link other cities into the global network. You begin below Sufficiency.

- **A+ Cities (#3-10):** Hong Kong, Paris, Singapore, Tokyo, Shanghai, Dubai, Sydney, Beijing
- **Alpha Cities (#11-23):** Milan, Toronto, Sao Paulo, Madrid, Chicago, Mumbai, Los Angeles, Moscow, Frankfurt, Mexico City, Amsterdam, Kuala Lumpur, Brussels
- **Alpha- Cities (#24-45):** Miami, Seoul, Dublin, Jakarta, Melbourne, Buenos Aires, Zurich, New Delhi, Munich, Boston, Warsaw, Vienna, Atlanta, Barcelona, Bangkok, Istanbul, Taipei, Johannesburg, Washington DC, San Francisco, Stockholm, Prague
- **Beta Cities (#46-99):** Caracas, Bogota, Ho Chi Minh City, Auckland, Oslo, Chennai, Manchester, Karachi, Riyadh, Montevideo, Vancouver, Brisbane, Helsinki, Doha, Casablanca, Stuttgart, Rio de Janeiro, Geneva, Abu Dhabi, Nicosia, Lyon, Birmingham (UK), San Jose (CR),

Minneapolis, Tunis, Nairobi, Calcutta, Detroit, Hanoi, Denver, Monterrey, Bratislava, Riga, Seattle, Port Louis, Manama, Sofia, Amman, Antwerp, Panama City, San Diego, Quito, Rotterdam, Belgrade, Almaty, Lagos, Perth, Shenzhen, Hyderabad, Kuwait City, Edinburgh, Cleveland, Calgary, Guatemala City

- **Gamma Cities (#100+):** Bristol, St. Petersburg, Charlotte, Lahore, Baltimore, Jeddah, Zagreb, Adelaide, Durban, Santo Domingo, San Salvador, St Louis, Islamabad, Guayaquil, Cologne, Phoenix, Georgetown (CI), Osaka, Tampa, Valencia (SP), Glasgow, San Jose (US), San Juan, Marseille, Cincinnati, Guadalajara, Leeds, Baku, Tallinn, Vilnius, Colombo, Raleigh, Ankara, Belfast, Milwaukee, Muscat, Ljubljana, Nantes, Tianjin, Accra, Algiers, Gothenburg, Porto, Columbus, Utrecht, Orlando, Ahmedabad, Asuncion, Kansas City, Seville, Turin, Dar Es Salaam, Portland, Krakow, Managua, Pune, Leipzig, Malmö, La Paz

The Beta Scenario [+400]: What's life without a little challenge? Take this and your quest becomes a requirement. You have 100 years to become one of the top 100 cities on Earth, or you fail the jump. That means you have to be, at the very least, a Beta City of equal importance to Guatemala City. You have no access to your Warehouse.

The Alpha Scenario [+600]: Oh, that's too easy for you? You're that confident? Okay. How's this... You have 100 years to become one of the top 25 cities on Earth. That means, at the very least, you must become an Alpha City with standing equal to or greater than Seoul. Do this and your cityself will appear in your future jumps in some fashion. Earlier versions of it will appear in pre-industrial jumps, ruined versions in post apocalyptic jumps, hyper advanced versions of it in futuristic jumps, anime versions of it in anime jumps. You'll always have a special link to your cityself and (while inside it) complete knowledge and awareness of everything within.

DRAWBACKS

You may select up to 1200 CP of these. Scenarios don't count as drawbacks.

Ghosts of the Past [+100]: Something bad happened to your cityself, something that no one is really willing to speak about, but nevertheless cannot bring themselves to forget. This event haunts your people, bringing creepy tourists, and generally being an over all drain on your people's' psyches. Of course, by the end of the 20th century, it will be a positive boon. Look at Salem or Whitechapel or Hiroshima. Humans are kinda messed up.

Landlocked [+100]: In the era before airplanes, being a trading venue usually meant being on a major watercourse with access to the sea, if not actually being coastal. Well… like Mexico City or Denver or Moscow, you don't have any significant access to the ocean. It's not a death sentence, but it will mean you'll need something other than Trade to make your mark on the global stage.

Mountainous [+100]: Mountains make a city more picturesque, this is true. Unfortunately, they also provide any number of countervailing problems, such as limiting where you can build and forcing your infrastructure to include mountain roads, inconvenient bridges, and possibly even tunnels. And that's not to mention rockslides, mudslides, storm-trapping (where storms hit the mountains and just stop right over you), and snow. Good luck.

Rough & Rowdy [+100]: Apparently, the Marquis of Queensbury's book is extremely popular among your inhabitants. Everything from the smallest debate about sports teams to disagreements about religion will almost invariably break into a fistfight. They won't hold grudges for the most part, but repairs and injuries from the nigh constant fighting will cost productivity and some tourists will be scared off by the… enthusiasm of your people.

Fire Mountain [+200]: You have a very nice volcano next to you. There is a 1/20 chance, each half decade, that it will decide to erupt, damaging your infrastructure and raining flaming rocks and ash down on your cityself for days… problematic, but survivable. If it erupts, there is a 1/20 chance that it will bury your cityself in ash and pyroclastic flow. Is 200 extra CP worth that risk? Yes, if the 1/400 chance happens, you lose. Flat out. Say hello to Pompei.

Reclaimed Swampland [+200]: Nothing says "don't build a city here" like a swamp or jungle… yet time and again, humanity has done just that. Sure, most of them are tidal estuaries, places where rivers (theoretically fresh water) meet the sea. Unfortunately, reclaimed swampland carries with it a host of issues; insects, flooding, high water table, intense humidity, and disruption of the local wildlife… and the constant need to stop the swamp from reclaiming the city. Enjoy your mosquitos. Hope your people like malaria.

Flood Zone [+200]: Some moron built you in an area that floods on a regular basis. At least once a decade, you'll experience moderate flooding (up to 2 feet of water in the streets), and at least three times you'll face catastrophic flooding (4 feet plus). There is no real way of predicting when these floods will come, so your people had better be prepared. Any basements in your cityself had better have really good pumps and there will all sorts of extra expenses.

Pollution Problems [+200/+400]: Pollution bad. Clean Air and Water Good. For some reason, you're always putting out more pollution than you should be. For 200, it's a minor inconvenience… like the smog in LA in the 80s or Lake Michigan in the 80s… for 400… it's more like Beijing now. Cleaning up the mess will be time consuming, expensive, and require constant attention to detail, as your industries will keep doing it unless you sit on them.

Rampant Corruption [+200/+400/+600]: Crime is a problem for any city… but it's even worse when the criminals manage to subvert a city's officials, the very people who should be dedicated to keeping such elements out. Corruption is rampant in your cityself. Policemen are on the take, bureaucrats receive kickbacks, and inspectors look the other way. For 200, this is merely problematic. For 400 it's nearly crippling and your agents will have to be constantly vigilant. For 600… Gotham thinks you have a problem.

Local Unrest [+200/+400/+600]: The locals are… unfriendly. For whatever reason, there is a great deal of intergroup friction in your region. Perhaps it's political, perhaps it's ethnic, maybe it's religious… for the trifecta, it can be all three! The greater the unrest, the more this is worth. At it's base, you'll see rioting fairly regularly (think L.A. in the sixties). For 400, it's more like Belfast in the 80s. For 600… think of the situation in Jerusalem.

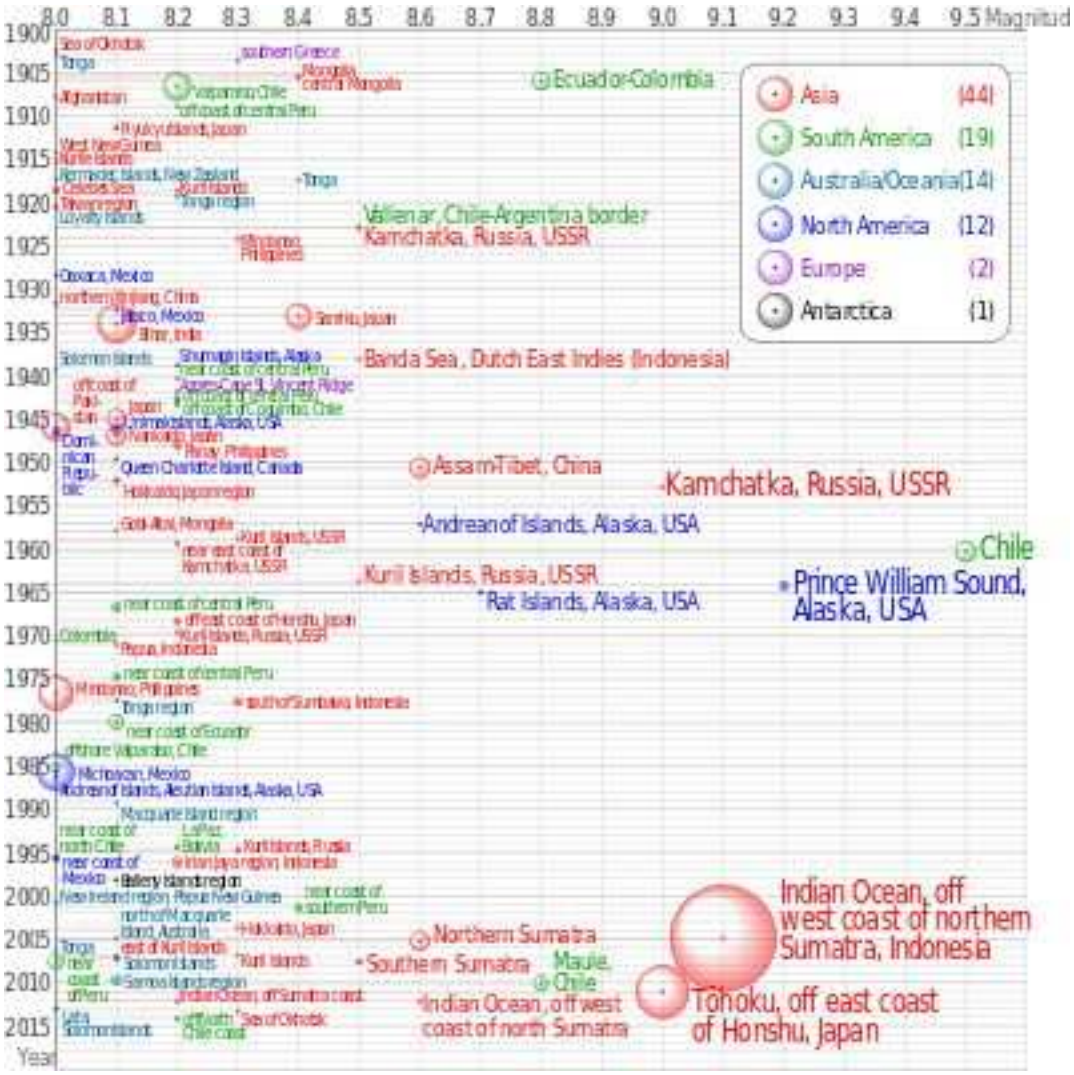
A River Runs Through It [+200-600]: Many cities are divided by a river, and you're no exception… except that in this case the river does more than divide your physical self. It now divides your awareness into two discrete sections, and all your perks and memories with it. Nothing sets these sections at odds with each other, as they're still you… just… in parts, unable to share consciousness except by speaking to each other's "spirits" at the midpoints of bridges or tunnels (you start with none of these). This can be bought up to 3 times, each time dividing your consciousness further. The divisions need not actually be rivers, if you're costal, they could be major islands, or perhaps other land or water features divide you. Even if the gap is filled in, this will not rejoin your fractured psyche.

Desert [+300]: Human life needs water… which makes the number of cities built in the middle of deserts bizarre. Especially in the era before air-conditioning. But never the less, your builders built you smack dab in the middle of the dry. Hope you weren't counting on having lots of greenery.

Subarctic [+300]: Ah, the freezing north. Winter is wonderful, isn't it? Well, it's good that you like the cold, because your environment is decidedly… frosty. Your cityself lies north of 55° North like Moscow, Stockholm, or Helsinki. Your summers will be short, your winters long and your infrastructure better be able to deal with a lot of snow. If you're also Mountainous & Landlocked, you could be anywhere in the world and located high in the mountains, such as Denver, La Paz, or Lhasa.

Facepalm [+300]: Common sense is not particularly common, and when more heads are put together, the result is not always that wiser heads prevail. Your citizenry will, time and again, allow the loudest voice to prevail, rather than the one with the best ideas. They will be easily swayed, easily duped, and (in general) annoy the living crap out of you and your companions whenever they can with their utter disregard for things like logic, reasoned debate, or the wisdom of their actions.

Quake Zone [+300]: Why, oh why, did someone think building a city on a fault line was smart. Your people will experience minor quakes (Magnitude II-IV) every couple of months, Magnitude Vs every few years, and Magnitude VIs every 20-30 years. There is roughly a 1/10 chance each decade that your cityself will experience a quake greater than Magnitude VI. The likelihood is that it will be between VII and VIII, but there is a further 1/10 chance that it will be a Magnitude IX or higher. If you have the Tectonic Stabilizer, it will keep breaking down on you.



Criminal Minds [+300/+600/+900]: It doesn't take a Scotland Yard Inspector to tell you that crime is bad for business. Even criminals don't like being the victims of crimes. Your cityself has a crime problem. At the baseline, you've got a New York level of Crime; organized families, mob wars, gangs, rampant pickpockets. For 600, your crime level is Mexico City level; with cartels, kidnappings, and loads of violence. For 900 you're at Gotham… I mean Detroit or Caracas levels. You might need some help.

Flat Broke & Busted [+400]: Your cityself is in shambles, every major part of the infrastructure needs repairs and general maintenance is years out of date. Unfortunately, you have no money with which to perform these repairs. You start with millions in debt and no money in reserve.

Hurricane Alley [+400]: Your founders were men of vision… probably… unfortunately they weren't great at meteorology. You keep getting hammered by Hurricanes. At least three times a decade you'll get at least brushed by a tropical storm and, from time to time, you'll be nailed directly by one. Think Miami.

ENDGAME

Another Thousand Years: Oh, really? You like being a city? Well, fine. You now have another thousand years to become an Ecumenopolis, a city that covers the entire planet. If you do that, you can claim the whole of Earth as your body as a new alt-form. Won't that be fun. So many tiny people living out their normal lives, blithely unaware they're living on a Space Samurai Ninja Wizard. Of course, if you fail that, you'll be stuck here. If you succeed, you can always move on.

Give me Back my Body!: Had enough of laying down? Well, get jumping.

Back to the Future: Well, this is Earth… you can just return to your version of it. It's only a few years in the future. If you take this option, your chain ends, but you have your choice. You can import your City-Self into your home version of Earth in the year 2000, or you can return to your own time and place and try and remember what it's like to not have streets.