I know you probably expected to land in some wild and untamed world, filled with magic or technology, but too bad. Seems like you are back at home, except theres an annoying little man with a clipboard in front of you, whats that? Zoo? Oh now you remember you are here to run the new zoo, all you need now is to think up a name and get to work on your environments.

Since you arent likely to die unless a tiger escapes (which could happen) or a rhino stampedes (also possible) You will go home if your zoo fails before your ten years are up. Or if you die, its entirely possible you could die, Im looking at you velociraptors.

Heres 1000 cp, good luck.

As a starter you will receive the following free:

1 Giant Name- a sign with the name of your zoo on it

1 snack stand- A hungry guest is an unhappy guest, keep your guests happy and full with this snack stand.

1 drink stand- you can't expect your guests to walk around all day without getting thirsty! Here they can buy drinks to keep them happy and refreshed.

1 small restroom- one male side and one female restroom, only big enough to allow two people in each.

1 bench- guests get tired walking around, benches give them a place to rest.

1 chain link fence enclosure design-allows you to build enclosures with a chain link fence. Not very strong, most animals can probably escape given time.

1 ticket booth- Tickets pay to keep your zoo running, dont charge too much or noone will come, charge too little and you can't pay to keep running.

~Enclosures~
Enclosures are where you keep your animals, well designed enclosures allow the animals within to live happy, healthy lives. While at the same time allowing your guests to view and interact with them.

Concrete and chain- 50

Stronger than chain and most medium-sized animals have a hard time getting out but climbing animals may still be able to escape. Can be electrified for an extra 50 cp. Electrifying it will prevent climbing animals from escaping.

Concrete and Iron bar- 100
Strong enough to stop even very large animals, can hold even the largest dinosaurs, but climbing animals may still be able to escape. Can be electrified for an extra 50 cp. Electrifying it will prevent climbing animals from escaping.

Plexiglass- 100
Strong enough to hold animals up to the size of a gorilla and smooth enough that they can'tescape. This type of enclosure allows people to see the animals without having to worry about all those iron bars and electric fences. Takes longer to clean though.

Reinforced Concrete Glass- 150
This glass enclosure allows the full view of the creatures within while still being strong enough to hold even the largest dinosaur, as well as being impervious to climbing. Much harder to clean than fences and bars however.

Aquarium Tank- 50
Simple salt or freshwater tank, suitable for most small to medium water-dwelling creatures. Comes in above or below ground versions.

Atlantis tank- 100
A large fresh or salt water tank that can hold even the largest of water-dwelling creatures, comes in above or below ground versions. Comes with stylized sea shell patterns free.

Rooms- 100
Plans and permits to build an aviary, insect room, and reptile room. Needed if you want to have snakes, lizards, frogs, flying birds, or insects in your zoo.

Standard flora- free
The standard plants available for modern-day habitats, includes coniferous trees, deciduous trees, grass,savannah grass, and a selection of North American shrubs and plants to aid in the design of your habitats.

Advanced Flora- 50
A selection of exotic tropical, prehistoric, and aquatic plants to aid in the design of your habitats.

Zoo Tycoon- free
Allows you to purchase land animals from all over the world, just place your order and the animal will appear in a crate in your zoo within a week. Be warned Large animals will often escape chain linked fences.

Dinosaur Digs- 100
Allows you to research andpurchase dinosaur DNA That can be used to create dinosaurs for your zoo, also works for extinct animals such as saber toothed tigers, wooly mammoths, and other ice age creatures. If bought with Marine Mania you will be able to recreate even extinct aquatic creatures. Be warned dinosaurs are most often large and will likely escape chain linked fences.

Marine Mania- 100
Allows you to buy marine animals of all types and species that currently exist on earth. If bought with Dinosaur Digs you will be able to recreate even extinct aquatic creatures. Requires Aquariums, large animals the size of an orca whale or larger will require an atlantis tank.

Cryptid DNA- 50
Allows you to purchase chupacabra, yeti, and reindeer (the flying kind, don't ask how it works).

Alien Animals- 150
Allows you to buy plants and animals gathered from any of your past jumps, cannot import sapient creatures. Large creatures will likely escape chain linked fences and water-dwelling creatures will require a tank.

~Amenities~
Additions to your zoo that make it more comfortable or appealing.

Family sized bathroom- 50
allows up to ten people at one time to use the restroom in either the male or female sides, comes in Seaside, Dinosaur, and normal porcelain variants.

Restraunt- 50
Allows guests to quench their thirst and sate their hunger at the same time. Works better than snack or drink stands.

Water fountain- 25
When placed around your park these fountains will allow your guests to quench their thirst, will not give you any extra income however.

Pretty Benches- 25
Park benches that allow your guests to rest, come in marine, dinosaur, and wood variants, are comfier than standard benches.

Picnic tables- 50
When placed near a snack or drink shop your guests will spend more at them, while at the same time resting up.

Info boards- 25
When placed in front of an animal enclosure information on the animals within will be displayed on the plaque.

Interactive Info boards- 50
Digital info boards that do everything average info boards do while playing video, answering various frequently asked questions, and showing information on specific animals in the enclosure.

Animal Treats- 25

Animal food dispenser that allows guests to buy treats that they can give to animals. Not suitable for human consumption.

Petting Zoo- 50
A small enclosure containing small, baby, and non-dangerous animals. Comes in wading pool for aquatic and small fenced area for land animals. For an extra 50 cp it will contain baby versions of any animal in your zoo.

Gravel walkways-free
The simplest walkways, made of crushed stone. Its cheap, thats pretty much all its got going for it.

Sidewalks- 25
Standard brick Sidewalk, most people will prefer this over gravel. Looks nice and guests will get tired less quickly walking on it.

Lights!- 25
A variety of lamps to light your zoo they come in regular iron, lamps, tiki torches, and even Atlantis themed seashell designs.

Lost world wonders- 50
Various attractions to amaze your guests! Includes fossil walls, dinosaur skeletons, a small tar pit that actually works, and a small volcano that actually spouts lava.

Atlantean delights- 50
Various attractions to amaze your guests! Including atlantian urns, arches, and walls, as well as a marine animal show stadium that will allow your sea creatures to perform shows.

Waterwalk- 50
Allows you to build pathways through aquariums that allow your guests to enjoy them as if they where inside.

Mermaid statue- 50
A very detailed and lifelike mermaid statue, maybe it would look good in an aquarium? Who knows?

Advertising- 50
Your zoo has tv commercials and billboards to advertise and draw more guests. This will increase attendance in your zoo. And boost your publicity.

~Personel~
The ones who keep your zoo running, you can always hire more in jump but these are just better, the janitors keep the bathrooms spotless, the vets heal animals faster, the maintenance workers make sure nothing ever breaks down, and your animal handlers always respond before anyone can be injured. And the mascots? Well they are more mascot like. Each purchase gives you 3 workers of the type you buy, and each may be bought multiple times.

Janitor- free

He cleans the trash, he cleans the toilets, he even knows the tricks to cleaning the animal pens safely. You can hire more with money in jump.

Maintenance worker- 25
Even the best enclosure or building occasionally needs repairs, and these are the guys who make those repairs. You can hire more with money in jump. For an extra 100 cp you will gain the ability to summon them in your future jumps to help repair common machinery.

Vet- 25
Medical workers trained to treat sick and injured animals, and able to heal any creature brought to them. Comes with a small, animal treatment ward. You can hire more with money in jump. For an extra 100 cp you will gain the ability to summon them in your future jumps to help you diagnose and heal injured animals.

Emergency Animal Handlers-50
Sometimes an animal escapes, these are the guys who stop the ensuing rampage. Able to tranquillizeany nonsapient animal andsafely transport it back to its enclosure or place of your choice. You can hire more with money in jump. For an extra 100 cp you will gain the ability to summon them in your future jumps.

Mascots- 25
A person in a suit who travels the parks trying to make your guests time more enjoyable, normally comes in tiger, dinosaur, and orca whale suits. When bought with cp they also gain a mascot suit of any creature you place in your zoo. You can hire more with money in jump. For an extra 100 cp you will gain the ability to summon them in your future jumps to help you cheer people up, or creep them out either way its gonna be funny.

Researchers- 25
These guys research any and all animals in your zoo to figure out the best ways to make your animals healthy and happy. You can hire more in jump. For an extra 100 cp you will gain the ability to summon them in your future jumps to help you research creatures you capture.

Family Business- 25
Your personnel all look familiar… thats because they are your companions! With this you may Import up to 8 companions to take the place of any personnel purchased, gaining the skills related to do their job.

~Drawbacks~
So 1000 cp not enough for you? Well here's your chance to get some more. You may take up to 600 cp worth, but may take more for free if you wish.

Animals are people too!- +100
Theres this guy, he's annoying, he doesn't bathe, and he must not have a job because he is always outside your zoo with a sign that says "free the animals" and "animals are peopl too!" (Yeah hes not the best speller). Actually we arent really sure who he is as he never carries ID and we've never seen him eat anything. Maybe he just likes protesting.

Russian Bear- +100

Every week a Bear wearing a red beret will show up and attempt to free the animals by destroying the enclosures. He can be stopped but he is very sneaky due to his special forces training. His name is Deer.

No sense of self preservation--+200
Every so often one of your guests will sneak into an enclosure, and when they do you had better hope they dontget hurt otherwise you will end up paying in cash, legal problems, and bad publicity.

Alfred H- +200
All birds and dinosaurs scare the heck out of your guests, even wild birds will cause them to flee in fear. This will lead to lower guest attendance as well as bad publicity.

PETA Has it in for you- +300
PETA has got something against you, at least once a month they will protest your zoo, causing a scene in any way they can. Buckets of blood thrown at people, lies about your zoo, photoshopped pictures of you having relations with animals. The whole nine yards, they will return every month no matter what you do.

Russel C- +300
Once a year at a random time all your enclosures fences will disappear releasing the animals within. You will have to contain your animals, save your guests, and keep the ensuing lawsuits from ruining your zoo.

Pandamonium- +400
You are in charge of the last male panda in the world. This bastard has the lowest libido, and is hopelessly naive, willing to follow anyone out of his cage and into danger. Protect him, and make sure he has a cub, as if that wasnt bad enough people will attempt to steal him or murder him with disturbing regularity.

Just a Zookeeper- +600
You're powerless, and you need to fix up the worst maintained zoo imaginable, your staff is lazy, your animals are all feral and dangerous, and your enclosures are deteriorating. Your fences fail with a disturbing regularity and you must make sure that none of the animals kills anyone.

~End~
Well your time here has come to an end. You now have a choice to make, no matter what you choose your Zoo will follow you to any world you end up in, and all drawbacks end unless you choose them not to.

Go home- You've had enough jumping and you are ready to end your journey with all the powers you've gained.

Onward!- You are ready to go to your next adventure, continue jumping.

Stay here- Continue working on your zoo, and continue your life here.