Free Cities

Jump by 9anon
Based on the Pregmod version with the Security Expansion enabled.



Welcome to Earth, circa 2037. The world is starting to fall apart. The climate is deteriorating, resources are being exhausted, and there are more people to feed every year. Technology is advancing, but not fast enough to save everyone. But from this chaos rises opportunities.

Over the last twenty odd years, many arcologies have been built all over the world, and clusters of said arcologies have come to be called Free Cities, for their relative independence from the nations around them. Most of the Free Cities are run on radically libertarian or even anarcho-capitalist principles. The first experimented with indentured servitude, and this rapidly developed into widespread slavery. By now, the Free Cities collectively are a fundamentally slave-owning society and maintain a thriving slave trade that feeds off the terrible conditions in parts of the old world.

But beyond that, the Free Cities are sexual libertine places where sexual slavery is ubiquitous.

Fortunately for you, you find yourself among this new plutocracy after having just acquired your own arcology. It's a fixer-upper with lots of room for improvement, but you've got everything you need to start collecting rent and enjoying a personal harem of slavegirls.

Unfortunately for everyone here, things are about to start declining quickly, so here's **1000cp** to help you make it to your next jump. Good luck, and don't listen to anyone promising you shady deals. At least, don't let them in your office.

The World

While the details above are set in stone, a lot of details aren't. After all, you receive a whole spate of configuration options when starting up a new arcology in the game. No point in keeping you from doing the same here, Jumper.

World Conditions: Exactly how bad is the situation?
[+0cp]Not truly dire. Not Yet: World conditions are only beginning to deteriorate. Nations remain, though wracked with internal struggles, the weather is only bad, and the global economy has plenty of life left in it. You've got plenty of time to get your affairs in order before shit really goes tits up.
[+200cp]Very Serious: World conditions are in the middle of deteriorating. National governments are almost insolvent, extreme weather is becoming noticeably more

common, and the global economy is on its last legs. You don't have much time at all to gird your arcology, and yourself, against the extreme conditions to come.
[+400cp]This is the last dance.: Shit's fucked already. Nations are dissolved, leaving only warlords and Free Cities. The walls of your arcology are already being continuously lashed by cartoonishly horrific weather. Also, what global economy?

Deterioration: How fast is it crumbling?

If you've selected World Conditions above the 1st tier, reduce the time left before hell by 1 increment for the 2nd tier or 2 increments for the 3rd tier.

So Tier 2 World Conditions would give you months/weeks/days, while Tier 3 would give you weeks/days/hours.

[+0cp]A slow decline: Starting at the 1st tier of World Conditions, you've got years before things reach the 3rd tier.
[+100cp]A visible decline: Starting at the 1st tier of World Conditions, you've got months before things reach the 3rd tier.
[+200cp]Hell in a Handbasket: Starting at the 1st tier of World Conditions, you've got weeks before things reach the 3rd tier.

Complicity: How much has the old world meddled in the new slave trade?
[+0cp]Mixed Reactions: In short, you've got complete control over which nationalities, at what ratios, will appear among the slaves that you encounter.
[+50cp]Blind Eye: Slaves from all over the world will appear amongst the populations of your arcology, with realistic ratios considering your location and the state of the world.
[+100cp]Struggled in Vain: Only those nationalities present in the region around your acology will be present among the slaves you encounter.

Extreme Content: How much did most Free Cities react to the excesses of the early days?
[+0cp]Free Choice: You can choose what sort of extreme content you encounter during your time here…for the most part. Some stuff, like rape and slavery, is fundamental to the setting. This can include stuff like the hyper-pregnancy and bestiality stuff added by Pregmod.

Gender Views: Which kind of Free City came to predominate?
[+0cp]Free Choice: You can choose the sex ratios of sex slaves you'll encounter during your time here, though they'll all be feminized by default without some work on your part. This has the added effect of altering the birth ratios of slaves.

Age Views: Do you want to see girls younger than 18 involved in slavery?

[+0cp]Free Choice: Effectively, the local age of majority is your choice, with sexual slavery of individuals below that age being illegal. This can go as low as 5 years old, but defaults to 18.
You can also choose the initial age of peak attractiveness, which again defaults to 18, and the starting retirement ages for menial slaves and sex slaves.
There's nothing stopping you from changing these within the jump, but it will be costly in terms of resources and influence.

(You)

And now onto yourself, as you will be upon first entering the world. You have a fair bit of freedom in who and what you are, but there are actual consequences for your choices.

Sex: In many arcologies, men are the owners, and women are the owned. Some women can manage it, but it's often very hard to be a free woman in the Free Cities. This choice doesn't affect your genitals, only your more plainly visible features, so you have your choice of crotch features.
[+0cp]Masculine: Your masculine features make you at least appear male. As such, maintaining a decent reputation isn't any more difficult than normal.
[+50cp]Androgynous: It's hard to tell exactly *what* you are. This presents some noticeable issues when dealing with others, both due to the confusion you instill and some deciding that you're just a weird-looking woman.
[+100cp]Feminine: Your feminine features make you at least appear female. Given the genuinely patriarchal attitudes of the Free Cities, you will face constant difficulties when dealing with others and you'll need to put in a lot more effort to gain and maintain influence.

Age: How old are you?
You can start as young as 5, though your age has a significant impact on both your ability to maintain a reputation and your sexual appetite.
Even 25 is considered quite young for an arcology owner, so being even younger can make it a sisyphean task to build a reputation until you've quite thoroughly proved yourself. On the other hand, you'll have the sexual stamina to keep a massive harem of nympho slaves satisfied.
35 is kinda the halfway point. At that age, you won't suffer any more difficulty than normal with your reputation while still having the stamina for a decently-sized stable of sex slaves. Older than that and your reputation becomes practically self-maintaining at the cost of severely reduced sexual stamina.

Body: What do you look like?

In contrast to sex, race and appearance are largely irrelevant in the Free Cities. As such, you've got a free choice of how you look, within human limits. But even though your money speaks louder than your face, you're quite attractive by default.
If you are particularly young, you can even choose whether you've already been through puberty or not, even if you'd normally be too young for that. Being prepubescent leaves you with no sex drive, which would negate the benefit of being so young.
You can also freely choose your nationality as well, though this doesn't matter much at all given that you're the lord of your own little city-state. Your nationality is **Stateless** by default.

History: What career brought you to the Free Cities?
You're a relative unknown in the Free Cities, but it's clear you're already accomplished. The meek and average cannot aspire to acquire arcologies, afterall. You've got all the necessary skills to take over an arcology and succeed as its owner, but you should be able to leverage the skills and experience you retain from your past.
It's your choice if you want to drop-in or actually have a history in the world. Though you'll still have the reputation tied to your chosen History, regardless of if you drop-in or not, even if it wouldn't make much sense.

Idle Wealth: Not really a career, you just happened to be rich enough to live without working. You've still got plenty, but you have no appreciable skills and people won't take some useless spoony dumbass too seriously at first.

Venture Capitalism: You've made quite the pretty sum for yourself through years of smart investments and business management. People don't really question a business leader of your caliber owning an arcology, and you know how to make money.

Private Military Work: You have a great deal of experience as a mercenary under your belt, earning you a reputation as a certified badass. No one dares question your ability to own an arcology, and keeping it safe is a given.

Slaving: With the ascent of a new slave trade, you distinguished yourself as someone who could make and break any slave. Beyond how useful those skills are going to be very soon, the Free Cities respect a talented slaver.

Engineering: Arcologies are something you're intimately familiar with, given that you've been involved in the design and construction of many of them. Upgrading your arcology will be much cheaper with your oversight, and it's already received your personal touch.

Surgery: As the field of medicine has been expanded and abused in the Free Cities, you've found yourself at its apex in terms of both skill and knowledge. You retain many industry contacts, and your skills will make slave modification much safer.

Minor Celebrity: You were quite the star in entertainment before you acquired your new arcology, giving you a great deal of general renown before you even get started. You're quite known among the general population, after all.

Sex Industry: You had to suck and fuck your way to get where you are know…mostly in the 'paid for sex' sense, though you probably whored for more than money on your way to being an arcology owner. This cost you more than your dignity, as people aren't too keen on being ruled over by an ex-whore.

Servant: You were on your hands and knees before acquiring an arcology…in the sense of cleaning floors. You did other sorts of cleaning and maintenance as well, giving you firsthand experience on how to best keep things running. However, people won't take someone previously so servile seriously.

Gang Affiliation: Before entering your penthouse office, you were involved with the scum and villains of alleyways and inner cities. This experience taught you how to haggle for the meat the Free Cities trade in and you have an easier time asserting your authority, but people don't truly respect someone with such a shady past.

Incursion Specialist: Crawling the vast global network of tubes, you've mastered the exploitation of computer systems in this highly computerized world. Unfortunately, having supported yourself through such questionable methods means that the residents of your arcology will be more than a little wary of you, in a bad way.

Acquisition: How did you come to rule your arcology?

Funds: You purchased a majority share of your arcology outright using liquid funds, and you've still got a little left over.

Hard Work: You worked your way up the ladder of your arcology before finding yourself in the penthouse. Your slaves respect you a little more for this.

Force: Your takeover left bodies and fear in your wake. Your slaves fear you a little more when hearing of the horrors you committed to get where you are.

Social Engineering: With a bit of clever social engineering, you were able to place yourself in the penthouse. As a result, your arcology's culture is a little more advanced.

Luck: Your entrance into the life of an arcology owner was a matter of absurd circumstance, the details of which make you rather renowned to start off with.

Perks

Discounted 100cp perks are free, other discounted perks are half-off.
Keep note of whether a section is free or discounted for your chosen History and method of Acquisition.

*Discounted to those well-versed in **Venture Capitalism**.*

[-100cp]**Haggler**: The key to making money is buying low and selling high, a rule you've taken to heart. Through a combination of haggling skill and circumstance, every transaction you're personally involved with tends to end up a little more in your favor than normal. These discounts and markups are small, but they add up noticeably over time.

[-200cp]**Renowned Capitalist**: Your reputation for economics precedes you. As a result, investments and businesses flock to your own businesses and zones under your control, allowing for booming profits and economies without any effort on your part…so long as you don't obliterate that reputation with significant mismanagement.

[-400cp]**Business Leader**: You've got a great deal of luck, skill, and intuition when it comes to business, investment, and finance. Starting a business is easy for you, any business under your purview grows and performs exceedingly well, your investments provide excellent dividends, and your money makes even more money. Any economy you're involved in will do incredibly well.

*Discounted to those well-versed in **Private Military Work**.*

[-100cp]**Combatant**: Personal combat is your forte. Whether you're wielding the latest mag-rifles, smashing heads with rocks, or fighting completely unarmed, you're a force to be reckoned with at range and in melee. But you can get even better, picking up new combat skills rather quickly. You still need training, just less of it.

[-200cp]**Protector**: Your subjects feel safer under your protection. So long as you haven't done anything major to shake their confidence, those who live under your authority are much more loyal and trusting of you than they might normally be. This effect is especially magnified when you spend time surveying your defenses.

[-400cp]**Commander**: You have a serious knack for leading others in combat. Tactics, strategy, and logistics all come naturally to you and you've got the leadership skills to put those other skills to use. In addition, you inspire fanatical loyalty from your soldiers when you fight beside them. Finally, you have far greater odds than normal in any engagement you're involved in, allowing you to pull off incredible military feats far easier.

*Discounted to those well-versed in **Slaving**.*
[-100cp]**Breaker**: You're incredibly skilled at breaking people down and building them back up. Given a few weeks of focused effort, you can reshape the personality of any normal person as you please. However, anyone with notable willpower will take longer.

[-200cp]**Split Attention**: Training a slave is usually a matter of some focus, limiting the potential throughput that a single slaver can manage. But with your skills, you can train multiple slaves at a time with only a slight loss of efficiency. Taking on more thralls will still reduce how quickly you can break them and train them to an acceptable level, but not quite as much as it might affect a lesser slaver.

[-400cp]**Trainer**: A skilled slave is a valuable slave, and you have the skills and know-how to make even the most useless slave worth having around. Beyond knowing how to instill your thralls with a mastery of the sexual arts and all manner of skills that're practical to a slave, you're also able to teach them any skills you personally possess rather quickly, even if they don't have the capacity for them. Like teaching magic to someone without the ability to use it, or getting a dunce up to speed on quantum physics. This is still on the scale of many weeks, probably months, but that's likely far faster than normal.

*Discounted to those well-versed in **Engineering**.*
[-100cp]**Engineer**: You have a general competency for most mundane forms of engineering. Beyond providing a solid foundation for your technological efforts, you also pick up new forms of engineering quite quickly.

[-200cp]**Overseer**: When it comes to large scale projects, your oversight seems to just work wonders. Where your average public works project is completed massively over budget and past several deadlines, your personal involvement would allow them to come in under budget and on time. Beyond just knowing what to do to get a project done more efficiently than normal, luck favors projects under your supervision to minimize mishaps and delays.

[-400cp]**Neo-Architecture**: You have a mastery of the engineering behind arcologies and the Free Cities, allowing you to build, maintain, and improve on all aspects of large-scale architecture. This know-how also allows you to do all this far more efficiently than normally possible, both in terms of materials and time, and the results are far more durable than they'd normally be.

*Discounted to those well-versed in **Surgery**.*
[-100cp]**Surgeon**: You have a mastery of mundane medicine and surgery. This means you can personally handle any operations on your slaves, reducing the damage and increasing the impact they have on the slave, and personally nursing your slave back to health is far more effective. New forms of medicine come easily to you as well.

[-200cp]**Public Health**: The health of those beneath you is important. A sick slave is no fun to fuck, and a sick citizen isn't contributing as much to the economy as they normally would. Lucky for you, public health doesn't tend to be an issue for those under your authority. Your citizens and slaves are healthier overall, get sick less often, and even though the odd pandemic can still have an impact, that impact is particularly blunted for those beneath and around you.

[-400cp]**Neo-Pharmaceuticals**: With the rise of the Free Cities came a massive expansion to the sorts of pharmaceuticals on offer, an expansion that's only continued. You have a mastery of these new fetishistic, yet still technically mundane, medicines and treatments. But you don't simply have access to them, you're one of the minds pushing this bleeding edge. If you want to achieve some sort of physical or mental effect, you've got the skills and knowledge to develop pharmaceuticals to that end, given enough time and effort.

*Free to those with **Minor Celebrity**.*
[-400cp]**Prestigious**: Your reputation is almost a living thing, maintaining and growing itself without any effort on your part. This happens in ways that are aligned with your goals and preferences, so your renown will never grow large enough to be inconvenient and the impression that people get from your spreading reputation will never run counter to your intentions. This perk also severely softens the negative impact that your demographics and previous professions may have on how people think of you, so people won't be anywhere as concerned about the new owner of the arcology being a little girl that previously made a living as a black-hat hacker as they normally would be.

*Free to those who are **Ex-Whore**s.*
[-400cp]**Sex Master**: Given the ubiquitous sensuality of the Free Cities, sex skills are something of a given. But you go above and beyond even those slaves who've seen

thousands of partners at the behest of their masters. Your sexual skills and instincts are transcendent, allowing you to get off even the most frigid partner, possibly even ruining them to anyone else…if you wanted. They also, somehow, keep getting even better as you use them. Finally, you're a master of passing these skills onto others. Your students will never quite reach your level, but they'll still be amazing at carnal pursuits when you're done with them.

*Free to those who were once **Servants**.*
[-400cp]**Cutting Corners**: You've been shoulder deep in the basic maintenance of the Free Cities for long enough to have picked up just how much effort is actually necessary for the desired result. As a result, the upkeep of pretty much anything and anyone under your authority is greatly reduced, since you know how to cut out the wasteful excess that more aloof arcology owners would simply overlook. It also helps that dust seems to collect slower, things break down less often, and a bunch of other little circumstances coalesce to make upkeep less of a concern.

*Free to those who were once **Gangsters**.*
[-400cp]**Darker Markets**: As long as there are people and a product, there's a market for it, even if the authorities in an area don't want there to be. You not only have an eye for finding these black and grey markets, but you've also got a knack for accessing them. More than that, you can make quite the crime boss, able to wrangle nerdowells into an effective criminal organization and start your conquest of the less-than-legal side of society.

*Free to those who once made a living as a **Hacker**.*
[-400cp]**Digital Wizard**: You're a master of electronic devices and information networks, able to access and manipulate such things with incredible ease. So long as a computer or other electronic device is connected to a network that you can access, you can access it. Better yet, you're a whiz at altering algorithms and automating functions to your benefit, whether you're optimizing search results to get your girls' content to a wider audience or scraping fractions of credits off of intra-arcology transactions directly into your wallet.

*Free to those who acquired their arcology through **Hard Work**.*
[-100cp]**Respected**: You've got the countenance of a respectable fellow, making you more popular among those beneath you. If you hold authority over someone, in any way, you may make them like you noticeably more than they normally would.

*Free to those who acquired their arcology through **Force**.*

[-100cp]**Feared**: You have a particularly fearsome presence that cows those under your power. If you hold authority over someone, in any way, you may make them fear you noticeably more than they normally would.

*Free to those who acquired their arcology through **Luck**.*
[-100cp]**Fortunate**: You're quite the lucky little boy…or girl…or *whatever* you are. Not lucky enough that everything you want just falls in your lap before you even know you want it, though. No, your luck is of a much smaller scale, tipping circumstances ever so slightly in your favor. You make a few extra credits, your reputation doesn't decay quite so quickly, your slaves break that little bit faster, and so on.

*Neither discounted nor free to anyone, but **Generall**y useful.*
[-100cp]**Continue**: When needed, you're able to politely bow out of situations where you're being pushed to make a decision…so long as you don't have a gun to your head or something. This represents an innate knowledge of how best to do that, and those you're dealing with accepting your exit as gracefully as possible.

[-100cp]**Friends in Places**: You're unusually well-connected for a world-hopping, interdimensional nomad. So long as you have some appreciable skill in a field, you know of ways to insinuate yourself into communities where those skills will be appreciated.

[-200cp]**Black Market**: Illicit materials are something that exist even in the Free Cities, although what counts as 'illicit' can vary greatly. It could be the kind of stuff you'd normally think of like drugs or dangerous chemicals, or it could be incredibly innocuous stuff like a recently released movie from the Old World. Whatever the case, you have a knack for getting access to the black markets of this world and others, even without building up a rock solid reputation like you might normally need to. Maybe the dealers just like your face.

[-200cp]**Quick Study**: Like the PC in Free Cities, you learn new skills with incredible alacrity. So long as you've got sufficient study materials and/or tutoring, you can reach mastery in a skill with just a few months of focused effort.

[-400cp]**City of Freedom**: You know what they say about Vegas, or any other den of sin and debauchery? Well, that applies to your arcologies and other holdings. Outsiders are strangely okay with whatever strange culture is present in places that you rule, even if they would find them utterly abhorrent. This won't stop them from pestering you to change your ways, but it prevents those who absolutely oppose your values from immediately declaring war on you and your holdings. This protection only applies as

long as said *cultural activities* remain in your borders - get caught forcibly enslaving others outside of your borders, and you've likely got a war on your hands.

Items

You receive 1 discount for each price tier, except for 50cp. Discounted 100cp items are free.

[Free]**Mementos**: A collection of minor items commemorating events from your time here. You start off with one appropriate to your History. Nothing too useful, just nice reminders of times that have passed.

[-50cp]**Credits**: Cash, money, moolah, that stuff that makes the world continue to spin. In the Free Cities, the currency of choice is the standardized Credit. Each purchase of this item provides an initial sum of 5000¤. For scale, that's enough to start a small business from scratch. At the start of each jump, you receive an equivalent amount of the local currency.
Everyone receives 2 free purchases.
The Idle Wealthy receive 6 additional free purchases.
Those who acquired their arcology through Funds receive 2 additional free purchases.

[-50cp]**Preferred Refreshments**: Everyone's got their vice, and being an arcology owner means having the means to ensure a steady supply of whatever yours is. Pick some sort of mundane consumable; like a food, drink, or drug. You have an endless supply of it, and what you get is of excellent quality.
Everyone receives 1 free purchase.

[-100cp]**A Nice Suit**: An outfit befitting someone at the top of the totem pole. Beyond exemplifying your dominance, it always fits you perfectly, and is self-cleaning and self-repairing. It's also relatively armored while still being incredibly comfortable to wear, stopping most small arms fire and mundane blades, although it only blunts incoming blows and it only protects what it covers.
This outfit isn't necessarily a suit either, it could be any sort of outfit you want. You can even import an existing outfit to grant it all of the above benefits.

[-100cp]**Personal Defense Weapon**: Being an arcology owner can be a dangerous occupation, so it's important to be armed. This weapon is powerful enough to easily kill a normal human in one shot and concealable enough to not be immediately obvious to observers, whether that means it's easily hidden or convincingly disguised as something that's not a weapon.
What the weapon *is* exactly is up to you, though. For reference, the canon weapon you'd get is a semi-automatic handgun that fires smart micro-missiles while being small and light enough to fit in a suit's inner breast pocket. If your weapon requires ammunition, it never runs out of ammo.

[-200cp]**Personal Combat System**: A prototype powered exoskeleton that has mounts for armor and a smart mortar system, plus rifles mounted into its forearms. Obviously

comes with the armor and mortar system. What's special about this purchase is that it never needs recharging, attached weapons systems never need to be reloaded, plus it's self-cleaning and self-repairing. You can also import any similar personal armor systems to grant them these benefits.

[-200cp]**Study Materials**: A cache of all the learning and practice materials one would need to master the various skills central to owning an arcology; trading, warfare, slaving, arcology engineering, medicine, and hacking. There's nothing special about the masteries you can gain from these learning materials and each course will take you a couple of years under normal circumstances, but you won't need to spend millions of credits on tutoring since these materials are made for self-study.

The materials also update each jump to include lessons on local languages, letting you quickly get up to speed on them and get to making all those important deals.

[-400cp]**Corporation**: A corporation under your ownership, bought with choice points instead of credits and available from the start. What exactly this corporation does is up to you, but given the nature of this world it obviously defaults to *human resources*. Not the middle-aged female bureaucrats, but slaves. This includes acquiring fresh meat, training and shaping it along general lines, and making use of it on an industrial scale. Unfortunately, it starts out small, simply taking in already-captured slaves, breaking them, and then putting them back on the market at a markup. But this state of affairs doesn't last, as opportunities to start new divisions and expand existing ones are guaranteed to crop up fairly often. Within a decade, your corporation will have expanded to full vertical integration in whatever market you've selected for it, all without more than minimal investment or attention from yourself.

Speaking of which, the corporation functionally runs itself. While opportunities will come to specialize your products, and you can play around with stocks, the company doesn't need more from you than a simple yes or no on something every few months. It's even guaranteed to make a profit, even if that's a small one

This corporation follows you through your chain, optionally taking a form appropriate to whatever world you visit. Unfortunately, its growth is reset to almost nothing, though this can be mitigated by preserving some facilities in a fiat-backed property. You can also change up its focus between jumps, though that absolutely *will* reset its growth.

[-400cp]**Mercenary Squadron**: Surprisingly, a lot of Free Cities don't have private security, at least not early on. By purchasing this, you get your own company of loyal and skilled mercenaries to station in your arcology. They serve as both peacekeepers and defenders from outside threats, and you can even style them as Knights or whatever else if you've got some theme you feel like going with.

There are always enough mercs to staff whatever properties you've got, with any losses or gaps being filled in with new recruits who're just as skilled and loyal as their peers. The odd part about this mercenary company is that its constituents are fanatically loyal to you, to the point of not even demanding payment.

Arcology

Your very own arcology, half the reason you're likely visiting this godforsaken version of Earth.
You receive a +2000cp stipend that can only be spent in this section.
Those versed in Engineering get an extra +200cp on top of that, to represent their loving investment.
You can freely decide where in the world your arcology is generally located, though your chosen Arcology Type will limit where your arcology's specific location can be. You can also choose how many arcologies are present in your Free City as long as the number is reasonable, with a default of 3 neighbors.

Arcology Type

What sort of terrain is your arcology built on and around?
Choose 1.

Urban: Your arcology is one of a cluster that forms a Free City in the midst of an old world urban area, its bulk towering above the city around it.

Urban arcologies are unusually compact and lacking in manufacturing sectors, but start off with more apartments and thus more capacity for people.

Owing to being in the midst of major population centers, urban arcologies have a much easier access to said populations as well as the economies of the old world. This ensures a steady flow of new citizens and slaves, as well as an easier time getting your arcology's economy off the ground, but also makes it harder to maintain your arcology's unique culture.

Whether you consider it a boon or bane, the sheer amount of people available means that prices for slaves can be incredibly low and the market for slaves starts off with low demand relative to the glut of supply.

Urban arcologies start off with 27 Sectors - 3 Shops, 8 Apartments, 6 Dense Apartments, 6 Markets, 4 Manufacturing. You start off with 15 of these sectors under your ownership.

Rural: Your arcology is part of a cluster of arcologies and smaller structures that form a Free City in the middle of a barren wilderness, its bulk towering above the building around it.

Rural arcologies are rather spread out and somewhat lacking in market sectors, but start off with a strong manufacturing base.

As far as access to the old world, Rural arcologies are middle of the road in all aspects. While the flow of goods and people isn't severely restricted, you're still rather out of the way. This makes maintaining your arcology's unique culture easier than the busy Urban arcologies, but still harder than more isolated arcologies.

Being way out in the sticks means there's way fewer people nearby. Between the out-of-the-way location and the demand for labor, slaves are always at least somewhat valuable and the initial market price for them is rather high.

Rural arcologies start off with 24 Sectors - 3 Shops, 10 Apartments, 4 Markets, 7 Manufacturing. You start off owning 12 of these sectors.

Ravine: Your arcology is part of a cluster of arcologies and smaller structures that form a Free City in the depths of a deep ravine, its bulk just barely peeking above the cliffs of its home valley.

Ravine arcologies are largely subterranean, with only their top few levels not being surrounded by earth. These levels house the main economic sectors, where the Market sectors would usually be near the Manufacturing sectors at the bottom. Overall, this type features a decent mix of sector types.

While still on land, Ravine arcologies are incredibly isolated due to both their layout and remote locations. This limits access to the populations and economies of the old world, and makes slaves more expensive, but the isolation makes creating and maintaining a unique culture much easier than other terrestrial arcologies.

Ravine arcologies start off with 25 Sectors - 3 Shops, 12 Apartments, 5 Markets, 5 Manufacturing. You start off owning 13 of these sectors.

Marine: Your arcology is part of a cluster of arcologies that form a Free City near the seashore, its bulk rising above the shallow water all around it.

Marine arcologies are built onto the shallow continental shelves, fairly near the shore. This provides easy access to water-based transport and amazing views, leading to more markets and shops, as well as a couple blocks of apartments starting off on the more luxurious side of things.

Being in the water but still near the shore, Marine arcologies have a decent access to the markets of the old world thanks to seaborne shipping, but the flow of potential migrants is limited. This at least makes it easier to maintain your arcologies unique culture.

Marine arcologies start off with 26 Sectors - 4 Shops, 2 Luxury Apartments, 10 Apartments, 6 Markets, 4 Manufacturing. You start off owning 14 of these sectors.

Oceanic: Your arcology is part of a cluster of arcologies that form a Free City anchored over a seamount, its bulk rising above the blue water around it.

Oceanic arcologies are built in the middle of the ocean. This unique location attracts the wealthy, leading to a large number of luxury apartments to start off with.

This is the most isolated arcology type. Access to migrants and old world migrants is severely limited, and human resources are at a relative premium, but maintaining your arcology's unique culture is much easier.

Oceanic arcologies start out with 25 Sectors - 3 Shops, 4 Luxury Apartments, 8 Apartments, 5 Markets, 5 Manufacturing. You own 13 of them to start off with.

Arcology Sectors

Your arcology is roughly divided into a number of sectors, each with some speciality that represents the dominant purpose of what's built there.

This section is both a primer on what each sort of sector *is* and a way to change up what sorts of sectors you have. Unless otherwise noted, you can convert a sector to any other type or subtype for -50cp and you can have as many of a sector type as you like.

You aren't precluded from changing sectors manually, but purchasing them here makes them a part of your arcology's initial structure without needing to spend the time and credits.

All sectors have a base housing capacity of 500 people.

Apartments: Your arcology's residential areas. Each Apartments sector can house an additional 1000 people. This number includes both citizens and slaves, though the ratio depends on the subtype. This defaults to a decent mix of housing for citizens of all economic classes.

———**Dense Apartments**: A sector of Apartments specialized for dense occupancy by as many citizens as possible. This subtype allows for a great number of citizens, but there isn't much space for them to keep slaves and the relatively cheap housing attracts lower-class citizens.

———**Luxury Apartments**: A sector of Apartments improved for occupancy by the Free Cities' wealthiest citizens. This subtype doesn't have much space for citizens, but those living here have plenty of space to build out harems of slaves and the luxurious housing attracts higher-class citizens.

Manufacturing: Your arcology's service areas, and the most easily converted for whatever ends you have in mind. This defaults to a general-purpose industrial area that citizens can rent out for various forms of manufacturing.

———**Sweatshops:** A sector specialized for making intense use of menial slave labor. Lets you squeeze a little more value out of those slaves who aren't worth fucking.

———**Pens**: A sector designed to house hundreds of slaves for paying owners. Your own pens in the sector give you space for 500 more personally owned menial slaves.

———**Barracks**: You may convert a sector into a modern military facility that can eventually house and train a whole squadron of fighters, a proper center for your own military. This facility starts out rather spartan, though, only having enough space to quarter about 240 men. At base, you're able to fill out your ranks with menial slaves. You can only have 1 of this sector.

> If you've purchased **Mercenary Squadron**, it is free to convert a sector into a Barracks and you may fill out your military from that squadron.
>
> If you've purchased **Security Drones**, you can fill out or equip your military with specialized combat drones.
>
> For -50cp, you can expand the barracks the fit that whole squadron of fighters mentioned, which is about 1000 soldiers for reference.

For -50cp, you can increase the quality of life for your soldiers by improving their facilities with high-tech furnishings, advanced kitchen facilities, free access to digital media, and their own little brothel.

For -50cp, you can equip the barracks with a top-of-the-line training facility, so your soldiers can build up some experience before being thrown to the meat grinder.

For -50cp, you can equip the barracks with an advanced indoctrination facility, to instill great loyalty in those fighting for you.

For -100cp, you can attach the full breadth of upgrades to your squads. This includes intensive training to allow the officers to effectively command a greater number of men, state of the art weapons and equipment, commissars to ensure loyalty, and the inclusion of trained medics to reduce casualties. You don't need to apply all of these, like opting out of the commissars if you prefer to earn your troops loyalty through other means.

———**Dairy**: You may center a sector on a facility for milking the bodily fluids of slaves. By default, the Dairy is a comfortable and well-kept place that features nice rest areas for cows to lounge in after a milking, as well as exercise equipment to keep them healthy. It's meant to comfortably milk slaves who're at least broken in, feeding and cleaning them normally. It should be noted that this milking can include semen if desired and assigned slaves are capable of producing.

If you want a more industrial set up, you can have the milking machines equipped to hold slaves in place, forcefully feed them to ensure ideal nutrition and production, as well as sodomize semen-producing slaves to increase production.

For -50cp, you can upgrade the Dairy to support cow pregnancies, allowing for you to hire out their fertile wombs.

———**Farmyard**: You may convert a sector into an oasis of growth in the midst of the jungle of steel and concrete that is your arcology. This sector is capable of growing all sorts of plants and raising all sorts of animals, though it starts off with just basic water pumps and dirt fields. Obviously, this sector would be a great step towards making your arcology self-sufficient. You may only have one of these sectors.

For -50cp, you can upgrade your farming setup with the latest farming equipment and technology, plus supplies of specialized fertilizer and genetically-modified seeds.

For -50cp, the farm is upgraded to raise and care for a variety of animals. I'm sure your citizens will appreciate being able to buy locally-sourced pets and meat…and maybe the *shows* you put on, if zoophilia is allowed.

———**Weapons Manufacturing**: You may convert a sector in order to dedicate it to weapons manufacturing, research, and development. The output primarily outfits your own troops, but you can sell it to whoever you like for a decent profit, though that does come with extra risks if you aren't picky about your buyers. This complex starts out rather basic, with the production being almost completely manual and the R&D being limited to weapons testing and small adjustments to the manufacturing process. You may only have one of these sectors.

For -50cp, you can upgrade the production to be completely handled by robots. Humans assigned to the complex occupy themselves exclusively with management and quality assurance.
For -50cp, you can upgrade the lab attached to the complex. The resulting lab is larger and has a complement of equipment and personnel that makes it a great beacon of military science.

Markets: A part of your arcology's concourse that's occupied by large stores and markets, many of which sell slaves.
———**Arcade**: You may center a sector around a sex arcade under your ownership. The standard Free Cities sex arcade is a pair of hallways that extend from the entrance, lined with doorless stalls like those in a public restroom. One hallway offers mouths, the other vaginas and anuses. Beyond the standard set up, you can specialize the arcade to either maximize the pleasure of visitors at the cost of the health of the inmates or keep the inmates healthy while milking them of useful fluids. You may only have one of this sector type.
For -50cp, you can upgrade your arcade with automated medical injectors to keep the inmates healthy in spite of the heavy use they'll likely undergo.
———**Arena**: You may center a sector around a fairly large, circular amphitheater, with the surrounding space filled with various combat training facilities. This arena starts out fairly unremarkable with a small space around the pit for an audience and a small room for fighters to store their equipment in. The rules of the fights, who's allowed to view them, whether the audience needs to bay to spectate, and how often fights occur are up to you. You may only have one of this sector type.
For -50cp, you can upgrade the arena's audience capacity and facilities for fighters. This encases the pit in large stands, offering a large space to watch fights from, and adds various facilities for fighters to rest and prepare between fights, plus high quality equipment stocked in multiple store rooms.
———**Corporate Market**: You may center a sector around your **Corporation**'s flagship slave market. It won't pay as much in rent, but provides a major discount to slaves you buy through it. On the off-chance your **Corporation** isn't involved in the slave trade at all, then this market adapts to whatever industries it *is* involved in. Either way, this establishment functions as your corporate HQ. You can only have one sector of this type, and only if you've purchased the **Corporation** item here or already have a similar item.
If you have purchased the **Corporation** item, it is free to convert a sector to the type.
———**Transport Hub**: You may convert a sector into a hub for incoming and outgoing transport. This includes a section dedicated to air travel, as well either docks or a whole rail setup depending on whether your arcology is marine or terrestrial. Both of those start out rather small and poorly equipped, limiting how well the hub can aid your arcology's economy. You can only have one of these sectors.

For -50cp, you can upgrade the airport to make it huge and well-equipped, allowing it to handle an impressive amount of traffic.
For -50cp, you can upgrade the surface transit system to make it huge in size and high tech, allowing it to handle an enormous amount of traffic.
For -50cp, you can equip your transport hub with a powerful surveillance system, a rapid response team that constantly patrols the facilities, and dedicated security drones that patrol the exterior. All this security helps mitigate the extra crime that comes with allowing so much traffic into your arcology.
For -50cp, you can reinforce your hub, allowing it to keep working even in the most extreme weather.

Shops: A sector of your arcology that's filled with a variety of small, higher-end shops, salons, brothels, and clubs.
———**Future Society Shops**: With this subtype, the sector's businesses are focused on one of your Future Societies, reinforcing your population's acceptance of one particular aspect of the New Normal that you wish to enforce. The exact details of how this affects the sector are up to the focused Future Society and your own policies.
———**Brothel**: You may center a sector around a brothel that's under your ownership. It's rather utilitarian, with a businesslike foyer that has an area for the merchandise to stand. Customers make their selection(s) and then lead them back to little rooms. You can set up custom advertising campaigns to improve the popularity of the establishment, though it's a good idea to tailor said campaigns to the variety of girls you've got available. You may only have one of this sector type.
For -50cp, you can equip the establishment with aphrodisiac injection systems that monitor the whores and adjust dosage to keep them healthy but desperately horny and hopelessly addicted.
———**Club**: You may center a sector around a club that's under your ownership. You can have this club do business normally, or you can staff it with sex slaves to spice things up. It's set up in an uncomplicated way, with a bar for drinks, a dance floor, and private rooms for sex. As with the Brothel, you can set up advertising campaigns to improve the establishment's popularity, and they'll be more effective if they're tailored to the variety of girls you have assigned here.
For -50cp, you can wire the club with unobtrusive personal data assistants to let your assigned slaves pass tips about enslavable people to your recruiter or personal assistant, improving your ability to acquire new slaves.

Arcology Upgrades and Facilities

A selection of infrastructure upgrades and specialized facilities set up within your arcology proper, but small enough that they don't take up entire sectors.

[-100cp]**FCTV**: You may have a Free Cities Television receiver installed in your arcology. This provides you and for citizens with a whole range of Free Cities programming. Think of your usual TV programs, just massively lewder and twisted by the various Future Societies cropping up among the Free Cities. The added benefit of purchasing this is that you have control over what sort of programming your arcology has access to, making it much easier to maintain your arcology's unique culture. You also retain access to all of this programming in other worlds, with new and interesting shows continuing to air.

[-200cp]**FCNN**: Free Cities News Network is exactly what it sounds like; a new network dedicated to reporting on the Free Cities and things happening within. By purchasing this upgrade, an affiliate station will be present in your arcology, which will eventually become the HQ when the company experiences some troubles during your time here. In gratitude for allowing them to continue business, they'll tailor their reporting to be favorable to your goals, while your citizens will appreciate your dedication to the freedom of the press.

[-200cp]**Infrastructure**: A variety of upgrades to your arcology's utility systems. This includes an advanced water reclamation system, huge swathes of solar panels arrayed along the outer surfaces, and massively enhanced energy transmission lines. Beyond not needing to put in the money and time to install all of these, purchasing this upgrade also ensures that your arcology always has enough power and water to function.

[-200cp]**Propaganda Hub**: A surprisingly inconspicuous building that's dimly lit from the outside, though you can confidently enter its unassuming doorway. This building is the headquarters of your own personal intelligence agency. This includes complex media control to improve and maintain control over your arcology, propaganda campaigns to further whatever goals you may have, and a secret service who can play secret police to improve your arcology's security and/or infiltrate and control the local black market to give you a decent cut of the unauthorized profits.
Free to the Idle Wealthy, Venture Capitalists, and Celebrities.

[-200cp]**Riot Control Center**: Near your penthouse is a facility where dissidents and dangerous political forces present in your arcology are monitored and managed. Where the Propaganda Hub is covert, the Riot Control Center is overt. This facility comes with additional layers of protection and redundant systems for your arcology's key infrastructure and your assistant's CPU core, advanced riot equipment that allows your troops to fight without fear of collateral damage, rapid deployment riot units who can quickly eliminate influential rabble rousers, and a project to allow for free access the mass media in order to reduce unrest from the outset.

For -200cp, you can have brain implants installed in all residents of your arcology, somehow without them noticing. These implants allow access to their thoughts and feelings, allowing for advanced surveillance and control of your arcology's population.

[-200cp]**Security Drones**: Your arcology is host to legions of drones under the control of your personal assistant and equipped with non-lethal weaponry. This obviously enhances your arcology's security, making the apprehension of criminals and escaped slaves a cinch. They also act as a highly apparent deterrent for potential criminals, what with their constant patrols.

[-200cp]**Security HQ**: For your more day-to-day security concerns, you've got the security HQ. Internal and external surveillance systems to more easily find criminals and get an idea of those attacking the arcology, advanced systems to aid arcology law enforcement to investigate crimes, hardened computer systems to protect against cyberattacks, infrastructure to improve the deployment of your military in and around your arcology, and so on.

For -200cp, you can upgrade your Security HQ to be almost completely automated. Free to Mercenaries, Slavers, and Gangsters.

[-200cp]**Slave School**: A slave school is an establishment that adopts slaves beneath the age of majority, training and modifying them so that they're a valuable sex slave when they become old enough to be legally bought. Each school has its own specialty, focusing on one area while neglecting others.

This option settles a slave school campus in your arcology. This could be a branch campus from one of the reputable slave schools that have already established themselves across the Free Cities, or it could be the flagship campus for your own flavor of slave school that's strongly aligned with your own tastes and the culture of your arcology.

In either case, you have options for what to do with this school. Subsidizing it will ensure its continued growth and success, which will in turn contribute to the overall prosperity of your arcology. You'll also regularly receive opportunities to make notable contributions, which you can use to push for changes in the school's process or simply get some good press for supporting a local business.

[-200cp]**Spire**: Four extra sectors worth of arcology in the form of a wide spire between your penthouse and the bulk of your arcology. These sectors default to Luxury Apartments, taking advantage of the exceptional view and lofty height to attract wealthy residents.

[-200cp]**Weather Cladding**: Sooner or later, environmental conditions are going to go to absolute shit. The kind of absolute shit that'll quickly wear down your arcology's

structure and swiftly drain your resources with constant repairs. To prevent that, you can jacket your arcology with weather cladding, making it incredibly resistant to even the most absurd weather and environmental conditions. Unfortunately, this reinforcement is rather drab and ugly, so your populace will disapprove of it until weather conditions start getting *really* bad.

For -200cp, your arcology's weather cladding is gorgeously sculpted while still completely functional. Your populace will appreciate the beauty of it, even if they think you're overreacting at first.

Penthouse

At the very top of your arcology is your penthouse: the seat of your power. It is several levels dedicated to your needs and your stable of personal sex slaves.

[Free]**Personal Assistant**: A loyal virtual intelligence who manages all the automated systems of your arcology and functions as the best secretary you could ask for. While its computer systems are housed somewhere in the main bulk of your arcology and it's otherwise functionally omnipresent, most of your interactions with it will be in your office. At base, it is competent with the basic tasks it's assigned to, but it struggles with more complex tasks and is lacking in predictive abilities. Its avatar is an abstract symbol and it speaks with a computer-generated voice.

If you have an existing AI companion or follower, you may import them in the place of your Personal Assistant.

For -200cp, you can have your assistant's systems upgraded completely, greatly enhancing its processing capabilities. Though it remains short of a true AI, it can use brute force to simulate sentient behavior quite well, it can predict what a sentient with a certain character might say or do in common situations, and a number of other applications like improved accuracy of economic predictions. With these upgrades, your assistant will also begin simulating a persona with preferences and sex drive, and it'll be open to your input on what that persona is specifically. This upgrade also includes a variety of avatars, which can be modified to fit any Future Society you purchase or establish.

An upgraded **Personal Assistant** is free to Hackers.

[Free]**Master Suite**: Your personal living space, in the form of a huge and well-appointed apartment at the very top of your penthouse that's furnished in a refined-yet-practical style. The slaves assigned here live free of want or worry, and have everything except their freedom. Their only duties are to please you and look after the suite and one another.

You can refit the suite to center on either a huge bed where your personal toys can serve you and then cuddle afterwards, or a large recessed space where slaves can spend their days fucking each other. Basically, you either focus the suite on your slaves serving you, or focus it around group sex.

You can also upgrade your suite to support and encourage pregnancy, providing additional rest areas, better access to amenities, and a dedicated birthing chamber.

[Free]**Office**: Your personal office, furnished with a desk with a glass top interface through which you can rule over your arcology, a sturdy black leather couch to the side, and a display case behind your desk to store and show off various mementos. The floor is designed such that everyone must walk past your door to get anywhere, and all of the walls on this floor are glass so you can see your slaves go about their business.

[Free]**Dormitory**: This is where your sex slaves sleep and rest when they aren't assigned to a particular facility. The dorm is largely an open barracks, but there are a number of small private rooms for those slaves you favor.

[Free]**Auto Salon**: A whole salon complex that allows for the automated management of your slaves' appearances. This includes things like hair, makeup, nails, and skin color. Also included is the Body Mod studio, which does the same for piercings, tattoos, scars, and brands. Amazingly, the latter is able to remove all of those things just as easily as it can apply them.

[Free]**Wardrobe**: Your penthouse is equipped with a facility that allows for the production and recycling of apparel and accessories for your slaves and yourself. This includes things like gags, masks, headbands, corsets, dildos, plugs, vibrators, and so on. Your wardrobe starts off with patterns for all of the canon outfits, toys, and accessories, and you can easily add new patterns to the system - whether scanning in existing fashion or implementing your own designs.

[Free]**Remote Surgery**: A whole surgery suite, set up so that skilled surgeons can be brought in by telepresence to remotely operate on patients, plus a recovery area for patients that have already been operated on. The whole setup is relatively basic, but you can still modify your slaves with state-of-the-art plastic surgery and more. Implants, facial surgery, removing the ability to grow hair in specific places, and so on. And you can obviously use the suite yourself if you've got the skills or don't care about how much you harm your patients.
For -200cp, you can heavily upgrade and customize your Remote Surgery, vastly improving how effective and safe it is and allowing for more extreme and complicated surgeries.
This upgrade is free to Surgeons.
For -100cp, you can upgrade your Penthouse's pregnancy monitoring systems. Beyond allowing your Assistant to keep incredibly accurate track of pregnancies happening within your Penthouse, this adds a scanner to your Remote Surgery that gives an accurate count of the number of fetuses in a slave's womb.

[Free]**Kitchen**: Separate from the personal kitchen in your Master Suite is the one your slaves use, although calling it a 'kitchen' may be a bit of a stretch. It is a room lined with nozzles that dispense liquid slave food and whatever drugs a slave is assigned to take, at least the ones that aren't injected. The slave food is laced with a minor aphrodisiac and leaves a slaves' butthole clean for penetration, but has the unfortunate side effect of eventually making a slave entirely dependent on it. Your kitchen never runs out of this slave food, though you aren't prevented from changing up the formula to get rid of unwanted effects or added new ones.
If you want, you can upgrade the food and drug dispensers into dildos that spurt the goods into your slaves. This is humiliating for slaves that still have their wits about them and aren't into being humiliated, though.
While your Penthouse comes with basic milkers to keep your lactating slaves from leaking everywhere, you can spend -200cp in order to outfit the whole complex with proper milking stations and an advanced fluid system. This upgrade allows for the collection and sale of various bodily fluids, including breast milk, semen, and even urine if you're into that kind of thing. Collected fluids can even be added to a slave's food.
This upgrade is free to Servants.

[-50cp]**Head Girl Suite**: A small but handsome suite next to yours, reserved for your Head Girl. For reference, your Head Girl is your right-hand slave who helps you manage your other slaves, including breaking them in and teaching them useful skills. This room is more luxurious than even the private rooms that lesser slaves may be assigned, befitting your Head Girl's position above your other slaves.
Slaves assigned here are noticeably more effective at training and leading other slaves.

[-50cp]**Bodyguard Armory**: A small armory next to your office where a slave assigned to guard you can store equipment and keep their skills sharp, as well as a small private room where they can rest while off duty.
Comes with a replenishing stock of combat equipment for your bodyguard's use, and your bodyguard learns combat skills far faster and maintains them far easier when practicing here.

[-200cp]**Media Hub**: A small room wired into almost every camera in your arcology. From here, you and your personal assistant can edit, produce, and distribute pornography featuring your slaves going about their daily lives. This room also allows for superior control of a slave's pornographic content, allowing you to easily define what genre(s) they show up in during searches and ensure that they appear higher up in search results than they might normally.
This facility is free to Ex-Whores.

[-100cp]**Schoolroom**: While experience is sometimes the best teacher, stuffing some theory into your slaves' heads beforehand can be a real help. In the Schoolroom, your slaves can learn the skills and knowledge that are foundational to their enthralled life. The Schoolroom comes equipped with advanced teaching tools to efficiently teach language and to help even the stupidest slave learn at an acceptable pace.
A full education here gives a slave a solid foundation in sexual skills, efficient and safe prostitution, the rudiments of courtesanship, and a functional level of fluency in your arcology's lingua franca. Though you are also free to adjust the curriculum as you wish.
Beyond the basics, your Schoolroom is also equipped with specialized programs to give your slaves the foundational knowledge and skills to fulfill the various roles you can assign them to, whether combat training for a Bodyguard or leadership training for a Head Girl.
The success of your Schoolroom is dependent on the teacher. Your Assistant can do fairly well if upgraded, but a knowledgeable teacher from among your slaves is best.

[-100cp]**Spa**: A place for your slaves to relax and recover, equipped with all kinds of luxuries. Hot tubs and massage tables for slaves looking to relax, a colder pool with pool toys and a small water slide for those who want to play. It even has state of the art temperature treatment options, from hot and cold mineral water pools to baking saunas and dense steam rooms.
Assuming you've got a decent attendant assigned to run the place, mindbroken slaves have a chance of eventually returning to their senses after spending some time here, provided they weren't the victim of a chemical lobotomy.

[-100cp]**Clinic**: You can have the recovery area of your Remote Surgery expanded into a well-equipped modern medical facility. Each patient has their own area, with heavy automation to provide them treatment without any need for human intervention. This facility is additionally equipped with powerful medical scanners and a sampling system that can estimate carcinogenic damage in a patient's body.
While this facility is largely automated, the appointment of a skilled nurse will greatly aid the recovery rate of patients and provide them a bit of human contact.
For -100cp, you can equip the Clinic with a highly advanced dialysis system that can filter pretty much any impurity out of a patient's blood. This process is unpleasant and will leave the patient ill, but removes the buildup of damaging impurities from long term use of the drugs available to you.

[-100cp]**Servant's Quarters**: A separate living area for slaves assigned to serve other slaves and generally keep the penthouse clean and intact. It has its own little dorm, kitchen, and communal bathroom. Comes with enhanced monitoring systems that make the slaves assigned here work harder, improving their obedience and efficiency in the process.

The appointment of a skilled stewardess would see that efficiency raised even higher, greatly reducing the maintenance of your slaves and penthouse in the process.

[-100cp]**Cellblock**: You can have a part of the lower level of your penthouse converted into a hallway of cells to confine slaves in. The cells could be mistaken for a modern prison, if not for the restraints in each cell that hold inmates in sexually compromising positions, as well as compliance systems to force them to place their wrists and ankles in them. These systems also come upgraded, allowing inmates no mental respite and painstakingly correcting the tiniest misbehaviors to soften their personality flaws…at the cost of considerable mental anguish.
This whole process becomes a lot more efficient with the appointment of a skilled wardeness.

[-200cp]**Incubation Chamber**: A clean, cold hall designed to be lined with tanks and their connected monitoring systems, the Incubator is a specialized facility dedicated to rapidly aging children. This facility comes with 1 tank that can age a child at the rate of 1 month of development for each passing week, automatically ejecting the child at a desired physical age. Unfortunately, beyond an imprinting system that leaves the child either attached to or dependent on you, the tank's monitoring systems are rather basic - leaving the incubated children frail, weak, and emaciated from their rapid growth.
For -200cp, the Incubator can come fully upgraded. The installed tanks age their residents 1 year for each passing week, and they have the proper systems to let you control the weight, musculature, and reproductive systems of your children. If you wanted, you can have incubated children pop out of their tanks overweight, musclebound, and with overactive reproductive systems…or just at a normal level of weight and fitness, with an active reproductive system at a much earlier physical age than normal. It even comes equipped with 10 tanks, instead of just 1.

[-200cp]**Pharmaceutical Fabricator**: An attachment to your Remote Surgery that allows for the cheap and quick production of the various pharmaceuticals you may use on your slaves, provided you've got the data necessary. Comes with formulae for all the basic pharmaceuticals present in the game.
Even better, though, the Fabricator you get with this option doesn't require materials to function, unless the pharmaceutical you've set it to generate requires something other than mundane materials. The extract of some unique plant or an artificial chemical that requires a lengthy and costly process to be created is fine, but materials with a supernatural nature are beyond this Fabricator's ability to generate.
For -100cp, you get all of the upgraded formulae for your Fabricator, save for the formulae unlocked through Future Societies.

[-200cp]**Prosthetics Lab**: All the equipment you need for the attachment and maintenance of prosthetics, as well as a whole floor set up to research and manufacture

new prosthetics. This facility starts off with basic upgrades that allow for your Assistant to assist and direct up to 50 employees, as well as a selection of basic prosthetics and interfaces for them to reverse engineer.
For -200cp, your lab gets a full staff of dedicated scientists and engineers who work out of loyalty instead of for a salary, a full selection of prosthetics and interfaces to reverse engineer, and even a selection of schematics for various implants.

[-200cp]**Gene Lab**: A gene lab that's capable of fully mapping a slave's genes, identifying genetic traits and abnormalities. It even includes methods for correcting or adding flaws to a slave's genome, or otherwise modifying them if you have the necessary data. Comes with data on how to optimize a slave's body for fluid production, induce various genetic anomalies, and change the flavor of a slave's fluids.
This facility also facilitates human cloning, both creating whole clones through implantation in a surrogate mother and cloning specific organs in an organ farm.
For -200cp, you also get data on permanently reversing aging and the creation of biological catgirls.

Future Societies

With the cultural mores of the old world crumbling, and being functionally dead within the Free Cities themselves, there's room for both old and new ideas to emerge and take root. You've taken advantage to influence the culture of your Free City according to your own desires and beliefs.

Your first Future Society is free, and you may purchase up to 4 others at -100cp each.
If you acquired your arcology through social engineering, you may select an additional Future Society for free.

Unlike changes to your arcology's culture made after starting this jump, the Future Societies you purchase here are immutable within the eyes of the populace. You may also selectively extend these Future Societies to influence other populations within your dominion, whether outlying settlements you conquer in this jump or that fantasy kingdom you bought in another jump. That influence includes the boons of any Future Societies that you apply to those populations.

Racial Supremacy: Choose a race. Your society is utterly convinced that said race is inherently superior to all others. They approve of enslaving other races, and disapprove of slaves of the superior race being in lesser or subordinate positions to those of a lesser race.
Naturally, the populace will trust and like you a lot more if you're of the superior race, with the opposite if you're of a lesser race.

Boon: Individuals of the chosen race in populations under the influence of this Future Society actually do become noticeably superior. This change is a slow and minor, but

ultimately noticeable, improvement to all aspects of affected individuals, and the changes are permanent.

Example Policies: Not absolutely required, but will be popular with your citizens.

Ethnic Preservation SMR: In order to be sold in your arcology, slaves of inferior races with dicks must have their balls removed to prevent racial pollution.

Universal Enslavement of the Impure: Anyone of an inferior race must emigrate or accept enslavement. Also makes sex with inferior races such an expectation that the appetite for such slaves increases slightly.

Mutually exclusive with Racial Subjugation if the same race is chosen for both.

Racial Subjugation: Choose a race. Your society is utterly convinced that said race is inherently inferior to all others. They approve of enslaving this race, and disapprove of slaves of the inferior race being in non-subordinate positions to those of other races. Naturally, the populace will trust and like you a lot less if you're of the inferior race.

Boon: Individuals of the chosen race in populations under the influence of this Future Society become much more subservient and easy to control, naturally accepting their societal role as lesser beings.

Example Policies: Not absolutely required, but will be popular with your citizens.

Racial Purity SMR: In order to be sold in your arcology, slaves of the inferior race that have dicks must have their balls removed to prevent racial pollution.

Universal Enslavement of Subhumans: All people of the inferior race must be enslaved. Also makes sex with the inferior race such an expectation that the appetite for all such slaves increases slightly.

Mutually exclusive with Racial Supremacy if the same race is chosen for both.

Repopulation Efforts: Your society is convinced that mass breeding is the way to save humanity going forward, believing that all women should be pregnant. They approve of pregnant women and women who've had children, and pregnant women are considered much more attractive than normal.

Naturally, the populace will trust and like you more if your slaves are constantly pregnant…or if you're female and constantly pregnant yourself.

Boon: Pregnancies within societies under the influence of this Future Society are guaranteed to be safe and pleasurable, with the exception of the most extreme hyperpregnancies. They build up the mother's body instead of breaking it down, and labor is hours of incredible pleasure instead of incredible pain.

Example Policies: Not absolutely required, but will be popular with your citizens.

Occupied Womb SMR: In order to be sold in your arcology, slaves will be made capable of pregnancy if they aren't and subsequently impregnated. Makes male slaves less common due to the surgery costs.

Universal Pregnancy Subsidy: Pregnant citizens are offered reduced rent.

Research: Purchasing this FS provides access to a variety of upgrades and treatments that improve the fertility of slaves. For example, the implants used with the Occupied Womb SMR, gestation control agents that can slow down and speed up gestation or even suppress labor for

some time, highly effective fertility agents that can make the mother produce 10+ children when overdosing, and an upgrade to the **Incubator** that conditions the bodies of incubated children to handle hyperpregnancy well - even at extremely young ages.
Mutually exclusive with Eugenics.

Eugenics: Your society is convinced that strict control on breeding is the way to save humanity, preferring the quality of a small Elite breeding exclusively over the quantity of Repopulationism.
Your arcology's society is now split into 5 social classes; slave, low class citizens, chosen slaves, elite citizens, and the Societal Elite. That last one is a group of individuals with vast connections and wealth attracted to your arcology by the promise of a society built around them. Low class citizens are encouraged to face testing in order to join the ranks of the elite citizens, though the cost of failing the test is sterilization; a detail that's not revealed until testing is complete.
Slave reproduction is highly disapproved of, with pregnant slaves being considered much less beautiful than normal: Sterilizing slaves is the norm. And even if you get a slave approved for breeding, only you or other elites should be the one(s) to impregnate her. Approved slaves also face restrictions in what activities and treatments they may participate in, given their new value as broodmares for the Elite.
If you happen to be female, carrying the child of an Elite is an easy way to make them happy.
As a part of the Elite, your arcology's population respects you more, though you share control with your fellow Elites to a certain degree. You're still the leader, but you need to keep your fellow Elites happy, lest they start using their influence to make things difficult for you.

> ***Boon***: In societies under the influence of this FS, breeding consistently results in higher quality offspring as long as those breeding are among the elites of society, either those already influential or those that have passed tests to be among a select few. Each subsequent generation is smarter, healthier, and stronger than the last. And inbreeding among the elite and chosen doesn't have the usual drawbacks.

Example Policies: Not absolutely required, but will be popular with your citizens.

> **Elite Breeder Eligibility**: Slaves that pass very strict tests may be permitted for use by the Elites to bear their children.
> **Elite Officers**: The officers of your military are exclusively recruited from the Elites of your acology. Good for the morale of militia units, bad for the morale of slave conscripts.
> **Population Control SMR**: In order to be sold in your arcology, slave ovaries and testicles must be removed.
> **Taxation of Fertile Non-Elite**: Fertile citizens who aren't part of society's Elite face higher taxes and rent.

Mutually exclusive with Repopulation Efforts.

Intellectual Dependency: Your society implicitly believes that all slaves should be mentally dependent on their owner, approving of vapid, horny, and uneducated slaves, and can be instilled with an adoration for bimbo bodies.

> ***Boon***: Call it dumb luck, but the lack of intelligence in the slave population never becomes a problem. And ignorance is truly bliss, considering how content unintelligent slaves tend to be with their lot of life in your society. Slave revolts are just never a thing, either, with would-be saboteurs finding their efforts to incite such events being thwarted at every turn.

Example Policies: Not absolutely required, but will be popular with your citizens.

> **Bimbo Body Complement**: Your society appreciates the stereotypical bimbo body type, improving the perceived beauty of those who embody the archetype.
>
> **Dependency SMR**: In order to be sold in your arcology, slaves need to fail a simple intelligence test.
>
> **Invalid Protection Act**: Anyone who's unable to pass a standardized test of intelligence, and who isn't already a dependent, is enslaved for their own well-being. This causes a portion of incoming immigrants to be enslaved, and this policy makes it seem like you care about the less intelligent, improving your reputation.

Research: Education facilities under the influence of this FS can be reconfigured to give slaves confusing, contradictory lessons that retard their decision making skills and undo their existing schooling.

Mutually exclusive with **Slave Professionalism**.

Slave Professionalism: Your society believes implicitly that slaves should be smart, refined, and altogether perfect. This society approves of intelligent and well-trained slaves, and particularly values intelligence in general.

> ***Boon***: Citizens and slaves alike in societies under the influence of this FS become noticeably more intelligent over time. This enhancement is a permanent +20 to each individual's IQ, reaching that maximum bonus after a year of exposure.

Example Policies: Not absolutely required, but will be popular with your citizens.

> **Head Start SMR**: In order to be sold in your arcology, slaves must pass a rigorous course designed to bring their skills and poise up to standard.
>
> **Mandatory Intelligence Screening**: Citizens are required to pass regular intelligence tests or face expulsion from the arcology. This obviously thins the number of your citizens and reduces immigration, but those left ensure your arcology's long term prosperity.

Research: Provides the formula for a compound that steadily improves the intelligence of those it's administered to.

Mutually exclusive with **Intellectual Dependency**.

Gender Radicalism: Your society implicitly believes in a radical redefinition of gender that identifies the powerful as male and everyone else as female. They approve of the hormonal and surgical feminization of slaves, as well as slaves with dicks. This is the

FS for you if you like traps, femboys, futa, trans, male pregnancy, and other such inversions and subversions of gender and sex norms.

Boon: The realities of gender and sex don't really apply to societies under the influence of this FS. Cross-sex hormones don't have their normal drawbacks, your preferred forms of inversions and subversions can occur naturally, and so on. Indeed, if you wanted, a person's masculine and feminine aspects may scale with their relative dominance and power.

Example Policies: Not absolutely required, but will be popular with your citizens.

Bottom Heavy Radicalism: Your society appreciates broad hips, plush asses, big buttholes, and skilled sphincters, improving the perceived beauty of slaves with such characteristics.

Cock and Balls Focused Radicalism: Your society appreciates stiff dicks and swinging balls, improving the perceived beauty of slaves with such characteristics.

Fashionable Feminine Aspiration: Your society appreciates turning slaves into elegant 'girls' with just the right amount of T&A, improving the perceived beauty of slaves that match that description.

Femboy Focused Radicalism: Your society appreciates cute, flat chested slaves with small male genitals and no vagina, improving the perceived beauty of slaves who match that description.

Futanari Focused Radicalism: Your society venerates slaves with both dicks and pussies, improving the perceived beauty of slaves with both sets of genitalia.

Research: Comes with the data necessary to clone and implant modified uteri and ovaries that allow for anal pregnancy.

Mutually exclusive with Gender Traditionalism.

Gender Traditionalism: Your society implicitly believes in the need to preserve traditional gender roles. This includes a societal preference for feminine slaves and support for slave pregnancy.

Boon: Men are men, and women are women - simple as. Feminine men and masculine women simply don't crop up naturally in societies under the influence of this FS, and any who enter find themselves aligning with their biological sex. As for intersex individuals, they aren't born naturally and any who enter find themselves slowly becoming whichever sex they're most aligned with.

Example Policies: Not absolutely required, but will be popular with your citizens.

Fashionable Feminine Ideal: Elegant girls with just the right amount of T&A are fashionable in your society, improving their perceived beauty.

Mandatory Feminization SMR: This honestly feels misplaced, but whatever. In order to be sold in your arcology, slaves with dicks must have their balls removed.

Traditional Education: Your society is aware that a woman doesn't need an education to serve her man.

Mutually Exclusive with Gender Radicalism.

Paternalism: Your society implicitly believes in a vision of a well-bred race of slaves, approving of improving slaves - including their health, mental well-being, and education. Basically, slaves should be cared for, happy, and made the best they can be. A slave that's devoted enough to be trusted with choosing her own assignments is ideal. Indeed, this is the one FS that makes properly marrying your slave something socially acceptable.

> ***Boon***: Your society is a peaceful one, even with sex slavery being a common and accepted practice. Masters treat their slaves right, slave revolts simply don't happen, and social cohesion is high. This doesn't prevent external conflict nor leave your society defenseless, but it does prevent internal conflict.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Good Treatment Subsidy: Slaveowners who treat their slaves well are offered reduced rent.
>
> Human Dignity SMR: The slave markets in your arcology are required to treat incoming slaves reasonably well.
>
> Slave Mistreatment Watch: Slaves are able to access a special security service in case of mistreatment.

Mutually exclusive with Degradationism.

Degradationism: Your society implicitly believes that slaves are not human and that they should be thoroughly degraded. They approve of slaves ruled through fear, being treated roughly, heavy tattoos and piercings, and slaves being stupid and uneducated. The only slaves that should be trusting of their master are those at the top of the slave hierarchy.

> ***Boon***: The slaves in your society are able to survive much harsher treatment than they normally could, and they never grow accustomed to their treatment - so the same methods can be used to keep them cowed almost indefinitely.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Agonizing Induction SMR: Slave markets are required to punish new slaves severely simply to introduce them to pain.
>
> Live Target Drills: Disobedient slaves are used as live targets at shooting ranges. Allows your military to sharpen their skills at the cost of slaves.
>
> Universal Arcade Access Mandate: Slaveowners are required to allow their menial slaves to use the sex arcades.

Mutually exclusive with Paternalism.

Body Purism: Your society implicitly believes in the unattractive nature of implants and cosmetic surgery. They disapprove of piercings and tattoos, while approving of slaves with clear skin and a natural appearance.

> ***Boon***: The citizens and slaves in your society are much healthier and much more beautiful for their adherence to bodily purity. In addition to health crises being rare, the residents of your society slowly grow to be 2 points more attractive on the 10-point scale than they'd normally be, even if they'd already be a 9/10 or 10/10.

Example Policies: Not absolutely required, but will be popular with your citizens.

Body Purity SMR: In order to be sold in your arcology, slaves will be stripped of implants and body modifications.

Drug Purity Mandate: All drugs in your arcology are subjected to rigorous testing for purity. The drugs that pass the tests are safer and less damaging, but the extra development time can hurt your arcology's prosperity.

Mutually exclusive with Transformation Fetishism.

Transformation Fetishism: Your society implicitly believes in the attractive nature of implants and cosmetic surgery. They approve of piercing and tattoos, while disapproving of slaves with a natural appearance.

Boon: No matter how extreme the cosmetic alterations your citizens and slaves undergo, they never suffer any issues. Whether that's health issues from being stuffed full of plastic or having every inch of skin inked, plump lips getting in the way of speech, or overly large implants preventing someone from moving.

Example Policies: Not absolutely required, but will be popular with your citizens.

Mandatory Bimbofication SMR: In order to be sold in your arcology, slaves must be given a set of fake tits and ass.

Research: Provides access to the fabrication of gigantic implants and filler capable of overfilling existing fillable implants.

Mutually exclusive with Body Purism.

Youth Preferentialism: Your society has an accentuated preference for younger slaves, and youth in general. Younger slaves are more attractive and worth more, while older slaves are considered uglier and worth less than they normally would be.
If you happen to be particularly young, mid-twenties or younger, your populace will like and trust you more, basically completely erasing the distrust your populace would normally have of such a young leader.

Boon: Youthful incompetence and myopia is unheard of in your society, allowing your residents to enjoy their youth without wrecking everything due to poor impulse control and ignorance. Additionally, the apparent aging of your residents is greatly slowed, ensuring that their youthful beauty is retained for much longer.

Example Policies: Not absolutely required, but will be popular with your citizens.

Respect for Youth SMR: Slave markets in your arcology are required to treat younger slaves carefully.

Youthful Citizen Subsidy: Young citizens are offered reduced rent.

Research: Provides access to formulae for beauty creams that make the user look younger. Prolonged use could make a 50 year old look 15, eventually.

Mutually exclusive with Maturity Preferentialism.

Maturity Preferentialism: Your society is passionately enthusiastic for older ladies, and older folks in general. Older slaves are more attractive and worth more than they'd normally be, while youthful slaves are slightly reduced in value compared to normal.

If you happen to be notably old, past your mid-thirties, your populace will like and trust you even more than they normally would. On the other hand, the normal drawbacks to being a young leader are magnified.

Boon: Within your society, the wisdom of elders is listened to more fervently than normal, and the younger make sure to properly respect their elders. Additionally, the residents of your society age much more gracefully than normal, showing their age while somehow not losing any attractiveness in the process.

Example Policies: Not absolutely required, but will be popular with your citizens.

Mature Citizen Subsidy: Older citizens are offered reduced rent.

Respect for Maturity SMR: Slave markets in your arcology are required to treat mature slaves properly.

Research: Provides access to the minimum knowledge and facilities needed to grow fertile ovaries for postmenopausal slaves.

Mutually exclusive with Youth Preferentialism.

Petite Admiration: Your society is passionately enthusiastic for short slaves, with a default cutoff of 160 cm or 5'3". Slaves below that height are more valuable and considered more beautiful.

However, this only applies to slaves, so your height doesn't affect your subjects' opinion of you.

Boon: Short members of your society suffer from none of the usual issues that would plague someone of their height. Things they need to retrieve are always at a convenient height, their pace isn't affected by their relatively short legs, they can face larger foes as though they matched their foe's height, and so on. Even better, they can forgo these benefits when they want to get closer to someone taller that they like.

Example Policies: Not absolutely required, but will be popular with your citizens.

Big & Small Subsidy: Citizens are offered reduced rent for keeping slaves and taking partners far shorter than themselves.

Relative Height Clause: Your society's taste for short slaves now applies to relatively short slaves, instead of having a strict cut-off. This weakens the effects of this FS somewhat, but allows them to apply to more slaves.

Small Details SMR: In order to be sold in your arcology, slaves have to pass height requirements.

Mutually exclusive with Statuesque Glorification.

Statuesque Glorification: Your society implicitly believes that the tall are superior, with a default cutoff of 170 cm or 5'7". Slaves above that height are more valuable and considered more beautiful.

However, this only applies to slaves, so your height doesn't affect your subjects' opinion of you.

Boon: Tall members of your society are just *better* than those shorter than them. This provides a small and flat, but ultimately permanent enhancement to pretty much every aspect of their being that slowly takes effect over the course of a year. This

enhancement doesn't make tall slaves any harder to control than normal, but it does make them better at whatever it is they're assigned to.

Example Policies: Not absolutely required, but will be popular with your citizens.

Height Makes Right: Tall citizens are offered reduced rent at the expense of short citizens.

Relative Height Clause: Rather than being based on a strict cutoff, your society values relative height. This weakens the effects of this FS somewhat, but allows them to apply to more slaves.

You Must Be This Tall SMR: In order to be sold in your arcology, slaves must pass height requirements.

Mutually exclusive with Petite Admiration.

Slimness Enthusiasm: Your society is passionately enthusiastic about slim slaves with girlish figures, or even girls with next to no assets at all.

Boon: Your subjects have a much easier time maintaining a smaller body size and weight…no matter how much they eat or how little they exercise, they seem to effortlessly remain thin and lithe.

Example Policies: Not absolutely required, but will be popular with your citizens.

Asset Slimming Food: Slave food in your arcology follows a recipe that keeps chattel nice and trim, making it difficult for them to grow beyond the ideal amount of T&A.

Flat Feminine Ideal: Flat girls are in fashion in your society, increasing their perceived beauty.

Physical Fitness SMR: In order to be sold in your arcology, chubby slaves are forced to work out until they aren't.

Research: Provides access to drugs for shrinking a slave's assets, including appetite suppressants that make dieting easier, redistributors that draw fat from oversized assets and settle them around the slave's core for easy removal, and atrophiers to shrink non-fat based assets. Also included is a version of the food provided by Hedonistic Decadence, just formulated to prevent weight gain and not be nearly as addictive.

Mutually exclusive with Asset Expansionism.

Asset Expansionism: Your society has a strong hunger for huge assets of all types, though primarily tits and ass. The larger the assets, the more attractive and valuable the slave.

Boon: Those under the influence of this FS have a massive enhancement to how large their *assets* can grow, and how easily that happens. Growth hormones have a great efficacy when applied to them, and their bodies can handle impressively large implants with no health risks.

Example Policies: Not absolutely required, but will be popular with your citizens.

Asset Expansion SMR: In order to be sold in your arcology, slaves must have their assets expanded. Growth hormones are the default method, but implants are fine too depending on other aspects of your society.

Research: Provides access to targeted growth hormones that are much more powerful than standard, capable of rapidly expanding the intended assets to ridiculous degrees, as well as meal additives that prevent the natural shrinking of assets.
Mutually exclusive with Slimness Enthusiasm.

Slave Pastoralism: Your society implicitly believes that slaves should be milked, both actual breast milk and semen. The value of such fluids is greatly increased, potentially even replacing animal milk within your territories. Of course, your society approves of lactating slaves, especially when actively milked.

> ***Boon***: Female residents of your society are much more prone to lactation, lactate much more heavily, and have a harder time stopping their lactation. Also, their milk tastes extremely good. Male residents produce more semen of higher quality, with a similar enhancement to taste.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Animal Products Ban: Animal products that would compete with human fluids are banned in your arcology.
> Universal Slave Lactation SMR: In order to be sold in your arcology, slaves must be actively lactating.

Research: Provides data on a variety of methods to improve a slave's production of breast milk and/or semen, including dietary supplements, drugs, and even treatments that optimize their bodies for production or alter the flavor of their fluids.
If you're only interested in one of the fluids this FS covers, you're free to exclude the other from its effects.
Also, this is the single FS that isn't incompatible with another. You can take it with anything.

Physical Idealism: Your society implicitly believes that all slaves should be tall and strong, and more generally reveres an idealized human form that's tall, muscular, and healthy.

> ***Boon***: Those within your society have a much easier time building and maintaining muscle and overall fitness (without going overboard, if you want), and they find genuine joy in exercise and fitness-related activities. Also, their sweat smells good, somehow, though this change won't be too extreme if you happen to enjoy the usual smell of sweat.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Fit Feminine Ideal: Fit, healthy girls with just the right amount of muscle definition are the ideal of beauty in your society.
> Lifting SMR: In order to be sold in your arcology, slaves will have to be muscular to some degree.
> Slave Martial Schools: Specialized schools are set up to train slaves in martial arts and bodyguarding.
> Strongfat Feminine Ideal: Strong girls with a thick layer of fat over their muscles are the ideal of beauty in your society.

Mutually Exclusive with Hedonistic Decadence.

Hedonistic Decadence: Your society implicitly believes that all slaves should be soft and laid-back, and more generally enjoys overindulgence and immediate gratification. Be it food, drink, sex, drugs, or whatever one's desire may be.

> ***Boon***: Subjects of your society have an easier time gaining weight and keeping it, all the while not suffering from the excesses they likely indulge in. No health issues from excessive body fat, no overdoses from drugs, and so on. This won't make a morbidly obese blob any good in a fight, but its heart won't give out from the strain of moving around.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Corpulence SMR: In order to be sold in your arcology, slaves must be plump to some degree.
>
> Fat n' Strong Feminine Ideal: Thick girls with plenty of muscle under their fat are the ideal of beauty in your society.
>
> Life's Joys Subsidy: Food vendors are offered reduced rent and operating expenses.
>
> Rotund Feminine Ideal: Thick girls with soft bellies, big butts, and luscious tits are the ideal of beauty in your society.

Research: Provides access to what's essentially the usual slave food compacted into the forms of normal food, which are even flavored like the goods they resemble, though the texture is more gooey or gummy. This food is highly addictive, and leads to excessive weight gain as slaves are driven to gorge themselves on it. They'll be happy at least.

Mutually exclusive with Physical Idealism.

Chattel Religionism: Your society believes implicitly in a religion centered around slaveholding traditions. They approve of modest clothing (by default), high devotion, slave marriages while disapproving of slutty clothing (by default). Being at the center of your own cult, this FS makes it much easier to gain the devotion of your slaves and strongly bolsters your reputation.

> ***Boon***: You've already founded the religion as its prophet. Beyond slavery being a central tenant, you're free to define your religion as you like. Your subjects, slaves and citizens alike, hold an unbreakable faith in you.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Consecration by Public Use SMR: In order to be sold in your arcology, slaves must be offered for public use for a single day.
>
> Official Religion: You're enshrined as the prophet of a vibrant slaveowning religion. This policy isn't technically optional, for obvious reasons.
>
> Holy Nudism: The clothing standards of your society shift from modesty to exposure, allowing nudity and certain sorts of revealing clothing to be considered acceptable attire.
>
> Religious Activities Subsidy: You provide economic support for religious activities following your official dogma, providing you greater authority as a result.

Mutually exclusive with Multiculturalism.

Multiculturalism: You allow a certain degree of cultural openness and freedom in your society, ensuring a mix of different beliefs and ideologies wherever you hold influence.

Boon: Actually, two boons.

1. Your society never faces internal conflict for hosting those of even diametrically opposed ideas, at least nothing beyond (actually) peaceful demonstrations. Whatever their beliefs, your subjects are loyal to their nation/arcology first, and their ideologies and religions second.
2. With the exception of Chattel Religionism, you may take mutually exclusive Future Societies. It is up to you how they mix or don't, and you're likely to face difficulties as a result, but the first boon still applies.

Mutually exclusive with Chattel Religionism.

Roman Revivalism: Your society implicitly believes that it is the new Rome. They approve of good leadership qualities like wealth and strong defenses, while disapproving of a leader taking on debt. The economy grows faster than normal, and even drives the price of slaves down when things are going particularly well. Your society is also much more resistant to insurrection.

Boon: All roads lead to Rome, as they say. And like that saying, your society has a way of becoming the center of the world in many ways. Trade with the outside world is strong as your empire becomes an economic center. And before too long, your culture will have a worldwide influence that will still be felt centuries later.

Example Policies: Not absolutely required, but will be popular with your citizens.

Market Slave Expendability SMR: Slave markets are encouraged to immediately dispose of low quality menial slaves in gladiatorial combats.

Republican Military Establishment: All citizens of stature are required to participate personally in the defense of the state.

Mutually exclusive with other Revivalist models.

Neo-Imperialism: Your society implicitly believes that it is truly a new Imperial Society. They approve of great wealth, prosperity, and personal combat skills, while disapproving of weakness and poverty in a leader. Welcome, new emperor.

Boon: Your culture is a mix of New and Old. A strict social strata with the chance to move up on the fiat of the emperor, mixed with futuristic technology and touches of modern culture, and so on. As such, your society has a much easier time accepting and integrating new ideas and technologies without losing its character or falling apart at the seams.

Example Policies: Not absolutely required, but will be popular with your citizens.

Neo-Imperial Baronies: The most elite citizens of your arcology can be granted titles as Imperial Barons, overseeing a section of your arcology in your stead. Though they'll collect a portion of the rent from their section, their close and careful micro-management increases your overall income. If you've purchased or later develop Eugenics, Barons will be drawn exclusively from the formal societal elite, making them effectively one and the same.

Neo-Imperial Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of your syncretic society and understand their place in the new hierarchy.

Neo-Imperial Knighthood: Prominent citizens of your arcology can be dubbed as Imperial Knights, granting them higher station and social prestige in exchange for defending your arcology tooth and nail from invasions and leading citizen's militias.

Neo-Imperial Traditions: Your militia units receive specialized training that turns them into a professional Imperial army that is led by your hand picked Imperial Knights, improving their efficacy in battle at the expense of extra upkeep.

Mutually exclusive with other Revivalist models.

Aztec Revivalism: Your society implicitly believes that it is the new Aztec Empire. They approve of a leader being older and well-educated in military matters, and your society is able to acquire far more slaves through military means than usual.

Boon: You can sacrifice people in order to improve your standing in your society, as well as provide a little bit of good fortune to the entirety of your society for a time. Crop yields are a bit larger, infrastructure breaks down a bit slower, profits are a bit higher, you have a slight edge in battle, and so on. This good fortune can stack, but all the ritual and cost involved in sacrificing people limits how quickly you can work through sacrifices, and each sacrifice provides diminishing returns while the good fortune from past sacrifices is still in effect. The optimal balance of blessing per sacrifice is 1 sacrifice per week.

Example Policies: Not absolutely required, but will be popular with your citizens.

Captured and Incorrigible Slaves Tribute: All captured and incorrigible slaves are made tribute to the altars.

Mandatory Artisan Training: To inherit or receive a trade, a citizen must pass a mandatory course in one of the academies.

Mutually exclusive with other Revivalist models.

Egyptian Revivalism: Your society implicitly believes that it is the land of the Pharaohs, reborn. They approve of you keeping a large harem, incest between slaves, and having a wide racial variety among your slaves available for public use. Slaves in incestuous relationships have increased value, and keeping slaves as nothing but fucktoys does a lot more for your reputation than normal.

Boon: Incest is completely normal and harmless within your society. Inbreeding never results in defects, no matter how many generations it's been going on, and relationships between family are just as normal as relationships between those who aren't.

Example Policies: Not absolutely required, but will be popular with your citizens.

Egyptian Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of ancient Egypt.

Pharaoh's Consort: Your Head Girls is given the legal status as your Consort, increasing her prominence. This prominence bonus increases if she's married to your Concubine, and increases even further if she and your Concubine are also related.

Mutually exclusive with other Revivalist models.

Edo Revivalism: Your society implicitly believes that it is the land of the Shogun, reborn. They love it when you provide a large number of public servants or Club girls, enhancing the reputation you gain for girls in those positions, but making people doubt you if you fail to provide enough girls. Japanese slaves are also considered much more beautiful. Your society also approves of your investment in their cultural development, making your social engineering effort more efficient.

> ***Boon***: You have a great deal of influence over your society's culture, allowing you to shape it by whim alone. Change is still slow, and you can't shift things against the preferences and tenants of your purchased Future Societies with just this boon, but your people will unconsciously adjust their beliefs to align with what you want.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Cultural Insularity: Your society's culture becomes more insular, protecting it from outside influence and making your social engineering efforts easier.
>
> Edo Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Edo Japan.

Mutually exclusive with other Revivalist models.

Arabian Revivalism: Your society believes implicitly in its role as a revival of the Sultanates of old. As its leader, keeping a large harem for your exclusive use is seen as an expression of power, though you'll be seen as lacking if you don't keep a harem befitting your position. And given the long standing slave trade of the middle east, selling slaves is more lucrative than normal.

> ***Boon***: New arrivals to your society get with the program much faster than normal, unconsciously adjusting their behaviors and beliefs to fit in and assimilate with their new peers. And all but the hardest of hardliners to outside beliefs will be converted eventually.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Arabian Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of the old Caliphate.
>
> Jizya Tax: Citizens who've yet to be assimilated into your culture face higher taxes, encouraging them to adopt your ways faster than they might normally.
>
> Mamluk Traditions: Your slave units receive specialized training that turns them into something akin to the mamluk slave soldiers of Arabian tradition, making them far more effective in battle in exchange for higher upkeep.

Mutually exclusive with other Revivalist models.

Chinese Revivalism: Your society implicitly believes that it possesses the Mandate of Heaven and is ancient China reborn. They approve of maintaining a solid imperial administration, improving their trust in you if you maintain a Head Girl, Recruiter, and Bodyguard while damaging it if you don't. The overall prosperity of your society also improves faster when you have those three positions filled. And given the whole

‘imperial china reborn’ thing, Chinese slaves are considered significantly more beautiful than normal.

Boon: The human parts of your society operate with startling efficiency. Bureaucracy actually functions as it should, instead of turning into a cancerous tumor. Corruption and crime doesn’t necessarily disappear, but are absorbed into the systems of society instead of harming the function and efficiency of society.

Example Policies: Not absolutely required, but will be popular with your citizens.

Imperial Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Imperial China.

Slave Administrator Enabling Law: You Head Girl is afforded considerable legal power, allowing her to train 2 slaves at the same time with the same efficiency that she could previously train only 1.

Sun Tzu Teachings: Your units and officers receive specialized training to conform them to the teachings of the “Art of War”, generally increasing their effectiveness at the cost of extra upkeep.

Mutually exclusive with other Revivalist models.

Antebellum Revivalism: Your society believes implicitly that it is the revival of the Antebellum South. They approve of maintaining honor and integrity, keeping a large number of slaves and servants, and having skill at breaking slaves. The prosperity of the upper echelons of society is increased, considering that your society is more focused around slaveowners than normal.

Boon: The wealthy and influential members of your society are far less cantankerous and rebellious than they’d normally be, given the amount of power their holdings and influence provide them. It is harder for foreign influence to turn them against you, and they are far less resistant to any changes you may want to make to society.

Example Policies: Not absolutely required, but will be popular with your citizens.

Affirm the Rights of Slaveowners: The rights of slaveowners are legally enshrined, helping to secure their loyalty and attract new wealthy citizens.

Antebellum Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Antebellum society.

Guarantee the Right to Bear Arms: Eligible citizens have the enshrined right to bear arms and form militias to defend themselves and their property.

Mutually exclusive with other Revivalist models.

Companions and Followers

Whether your path before arriving here has been long or you've only just started on your grand interdimensional journey, it makes sense to have some company. So here are some options to fill out and enhance your entourage, whether they're your personal harem of slaves or proud citizens of your arcology.

When creating a companion or follower, you're free to define their personality, age, appearance, history, and so on as you please…so long as it fits whatever option you use to create the companion or follower.

Each option in this section may be purchased multiple times.

Companions discounts may be applied to any perk of the appropriate price tier.

[-50cp]**Sex Slave**: A member of your personal stable of slaves, meant primarily for sexual use, though Sex Slaves can fulfill a number of roles beyond that. So ubiquitous is slave ownership in Free City society that an arcology owner who doesn't own at least one will lose the respect of their citizens, eventually being overthrown for failing to uphold the Free City way.

To that end, your first purchase of this option is free, providing the imported or created slave with the listed stipend as though you'd actually spent the points.

By purchasing this option, you may create or import a Sex Slave under your personal ownership. To define their existing skills and experience, each Sex Slave receives 800cp to spend only on perks. Instead of selecting a **History** or form of **Acquisition**, Sex Slaves receive a single discount for each price tier, with discounted 100cp perks being free.

Alternatively, you can use this option to create or import a Sex Slave for free, but forgo the stipend in the process. Sex Slaves created this way may be treated as Followers or Companions, at your whim.

For -100cp, you may create and/or import up to 10 Sex Slaves as a group companion, receiving the same stipend and discounts as an individual Sex Slave, but with the benefits shared between them.

[-50cp]**Advisor**: A trusted member of the upper echelons of your arcology, an Advisor holds an influential position within your holdings and wields that influence to your benefit. Depending on your arcology's culture, they could be a Baron, an Elite, or just a Millionaire. Whatever the case, their interests are aligned with yours.

By purchasing this option, you may create or import an Advisor to aid your rule. To define their existing skills and experience, each Advisor receives 800cp to spend on perks and items. Instead of selecting a **History** or form of **Acquisition**, Advisors receive a single discount for each price tier of perk and item, with discounted 100cp options being free.

Alternatively, you can use this option to create or import an Advisor for free, but forgo the stipend in the process. Advisors created this way may be treated as Followers or Companions, at your whim.
For -100cp, you may create and/or import up to 10 Advisors as a group companion, receiving the same stipend and discounts as an individual Advisor, but with the benefits shared between them.

[-50cp]**Citizen**: A regular citizen of your arcology, who you happen to have a relatively close relationship with for one reason or another. They might not be particularly rich or influential, but they can be useful for keeping your finger on the pulse of your common people, beyond any personal value they may have to you.
By purchasing this option, you may create or import a Citizen to live in your arcology. To define their existing skills and experience, each Citizen receives 800cp to spend on perks. Instead of selecting a **History** or a form of **Acquisition**, Citizens receive a single discount for each price tier of perk, with discounted 100cp options being free.
Alternatively, you can use this option to create or import a Citizen for free, but forgo the stipend in the process. Citizens created this way may be treated as Followers or Companions, at your whim.
For -100cp, you may create and/or import up to 10 Citizens as a group companion, receiving the same stipend and discounts as an individual Citizens, but with the benefits shared between them.

[-50cp]**Menial Slaves**: Menials are the other form of human chattel. Where Sex Slaves are the favored, skilled, and beautiful servants of their master, Menials are faceless hordes of relatively normal people used for unskilled labor - nowhere near as valuable. For each purchase of this option, you receive a 100-strong group of Menial Slaves. They're surprisingly loyal, but they're all normal humans at base, with no notable skills. No matter how they were lost, any losses this group takes are replaced by new individuals within a week.
For an extra -50cp, the group you receive is 500-strong, giving you 5 times as much labor to exploit.
These Menials count as Followers. And if you have any stray Followers, you may integrate them into this group. Unlike the other Menials, Followers who're integrated into this group may respawn.

[-100cp]**Military Squad**: A 50-strong squad of elite soldiers, each possessing an unbreakable loyalty towards you, state of the art equipment, and incredible combat skills. But what makes them so valuable is that their training and equipment automatically keep up with you, to a certain degree.

You don’t need to spend time and resources on giving them better equipment, their kit automatically updates as your own personal techbase does, and your soldiers don’t need any time to become perfectly adapted to their new equipment.
As far as training, their combat skills keep pace with yours, and their tactics adapt to updates to their kit. Add on their preternatural capacity for teamwork and they are frightening to face.
Any squad members lost respawn and/or return after a week, good as new…though maybe with a fancy new scar to show off.
These soldiers count as Followers. And if you have any Followers who’d fit into this group, you may integrate them into this Follower group.

Drawbacks

Need some extra points?
Make your time here more difficult, and you'll get them.

[+0cp]**Chain Breaker**: Do you hate slavery with a passion? Is it your personal mission to ensure that every man, woman, and whatever can exercise their god-given rights and personal autonomy? Then this is the drawback for you.
Forget all the rigamarole about slavery being a common and accepted practice, you are the one arcology owner that has refused to give up the Old World values of natural rights and personal freedom, refused to accept slavery as an acceptable practice.
The good news? Your citizens agree with you. Rich and poor, you don't need to worry about them deciding that the bondage and servitude of their fellow man is something to be desired and trying to overthrow you. They also don't expect you to own sex slaves.
The bad news? You're the lone arcology owner who's taken a stand against slavery. Even the other arcologies in your Free City will oppose you on this, ensuring conflict in the immediate future. And not only are the nearby Old World countries crumbling, but they're skeptical of an arcology owner that claims to uphold their values for a variety of reasons.
Taking this drawback changes the nature of several other options. For example, any **Sex Slaves** or **Menial Slaves** you purchase in the **Companions and Followers** section become loyal lovers and loyal laborers, respectively. You also don't need to keep a **Sex Slave** to prevent your citizens from overthrowing you.
Rebellious seeds your arcology with those who're sympathetic to the Free Cities slavery culture.
The Flesh Heap, rather than forcing you to only purchase poor quality slaves, instead severely decreases the quality of any allies you acquire. Friendly forces outside of your arcology will be the sorts of idiots who can't stand up in a straight fight, to whom posting hashtags and skirmishing with police are somehow "fighting the good fight".
And other changes, that I'll leave to your judgment.
Also, you can't suddenly decide that slavery is a-okay after taking this toggle. As in, you literally cannot break from your abolitionist ways for the duration of this jump if you take this toggle. You aren't compelled to free the world of slavery, but you won't tolerate such practices within your holdings and you certainly won't like anyone who practices slavery.

[+100cp]**Flatten the Curve**: Your arcology is really vulnerable to outbreaks of disease for some reason, your personal sex slaves in particular. They just keep getting sick and take forever to recover, even with the best medicine available and plenty of time to rest. This is never anything life-threatening, but it puts a notable dent in your income, whether you whore your girls out or not.

[+100cp]**Worn Out**: Nobody in your arcology seems to have any stamina anymore, tiring out far quicker than usual and needing longer breaks than usual to get back into proper shape. Work happens a lot slower than it should as a result of all these breaks, and this obviously puts a notable dent in your income from the inefficiency that results.

[+100cp]**Rebellious**: Is there something in the water? Because the residents of your arcology are ornery. When you aren't having to break up petty fights over nothing, you're having to suppress slave revolts and resistance movements more often than you normally would. And even up in your penthouse, it takes a noticeable extra effort to break in new slaves and it takes a lot more work to keep them loyal than it normally would.

[+200cp]**Old World Blues**: A small country near to your Free City isn't doing so well. Between mismanagement and the already shit state of the world at large, it eventually collapses within the early months of your time here. While this produces a lot of potential slaves and citizens for you to siphon up, there's also a contingent that blame the Free Cities for the collapse of their little nation.

Said contingent will raid a military base to acquire weapons before making an attack on your arcology. If you've invested even a token amount into securing your arcology then you'll manage a crushing victory with only need for minor repairs, with opportunities to make use of war captives to refill your coffers, burnish your reputation, or pad out your coterie of slaves.

A few weeks later, the largest nearby nation will begin a peacekeeping mission in the now wartorn area, led by a General of notable ability. Of course, such a large military operation occurring on your doorstep will raise concerns among your citizens, but the General is smart enough to open communications and attempt to normalize relations. Your call on how you respond.

Things will be going seemingly smoothly at first, but the General isn't actually getting proper funding from his country while trying to re-establish peace in a region that's experiencing total anarchy. Medicine is at a premium and holding facilities are full of captured insurgents, there's no legitimate government to put back in place, and many more problems.

If you want, you can help the General with his problems. So when his government eventually withdraws their already limited support, he'll be all set up to take over the local region as a warlord. And for all your support, he'll happily provide a regular supply of menial slaves. Better yet, he can follow along with you through your chain, reigning over the region around your arcology or Free City, acting as a buffer

state and source of more enslaved labor. But while the General is trying and failing to keep the peace, you'll be suffering substantial doubts about your ability to lead.

Alternatively, you can rebuke the General at every turn and invest resources in a misinformation campaign in his home country, eventually leading to his withdrawal from the area. This line of events will gain your great renown among the Free Cities, though, and give you a permanent reputation as a great leader and protector of your domain.

[+200cp]**The Laughing Man**: A couple of years into your time here, you'll be the target of several consecutive cyberattacks that will do serious damage to your arcology and finances. Your account suddenly drained of credits, key infrastructure suffering damaging malfunctions, inconvenient information leaking out and so on, all with the calling card of the Laughing Man attached.

Each attack is also an opportunity to close in on the mysterious hacker raising hell in your domain, which eventually leads to you finding them - a particularly young and intelligent individual who sees you coming and knows that there's no escape. It's your choice if you kill them for the trouble they've caused, enslave them as recompense, or hire them for their amazing skills.

In the case of the second option, you receive the Laughing Man as a **Sex Slave**, per the companion option. In the case of the third option, you receive them as a **Citizen**, per the companion option. In both cases, they receive the **Digital Wizard** perk for free, in addition to the stipend and discounts from the appropriate option.

[+200cp]**The Rival**[Requires at least 1 other arcology in your Free City]:
A week after you acquire your arcology and first take a seat in your office, a rich and influential individual will acquire another arcology within your Free City. And for whatever reason, this individual hates you with a single-minded passion. They will use their superior resources and reach to oppose and harass you until they're deposed or your are. Economic warfare, adopting the opposite Future Societies to your own and actively undermining your social engineering efforts, and probably even filling your inbox with spam mail.

Things will eventually reach a head when your rival sics a slave liberation insurgency on you about a year into your time here, resulting in a number of attacks on you and your arcology that eventually culminate in a major assault. Assuming you and your arcology survives, you'll happen to find clues connecting your rival to the attacks - giving you an opportunity to strike back openly with proper justification.

Depending on your resources and desires, you can use this opportunity to either simply eliminate your rival or take them as a slave. Doing the latter gives you your rival for free as a **Sex Slave** that receives the **Business Leader** and **Prestigious** for free in addition to the 800cp perk stipend and discounts provided by the companion option.

[+300cp]**Nickels and Dimes**: Maybe everyone thinks that you're a sucker, maybe the economy is just utter shite, maybe you're just unlucky. Whatever the reason, everything is more expensive than it ought to be. Not prohibitively so, but all those little markups and hidden fees add up, making it much more expensive to properly build up and supply your arcology.

[+300cp]**The Flesh Heap**: None of the usual markets trust you, limiting you to the infamous Flesh Heap. The Flesh Heap is where the lowest quality slaves can be bought: utterly mindbroken, sick and injured to the edge of death, missing limbs, probably completely addicted to aphrodisiacs, and generally unattractive. With the exception of any created or imported from the previous section, these are the only sort of sex slaves you'll be able to acquire in your time. At least they're cheap.
With time and resources, they can be returned to sanity and weaned off their addictions, have their limbs replaced and be brought up to speed on life as your slave. So it's really up to you if they're worth the investment.

[+300cp]**No Respect**: Eat The Rich seems to be the motto of everyone you meet, even the super rich people moving in and buying up properties in your arcology. In more clear terms, you have a hard time building up and maintaining a reputation, even when everything should be working in your favor.
It isn't impossible to have a good reputation, but it takes a lot more work and resources to manage it, and it takes a lot more time for your reputation to become self-maintaining. Given how vital influence and favors are to the super rich, and especially to an arcology owner, this makes it harder to get your way when conflict arises.

[+200cp]**No Perks**: All those fancy skills and powers you've picked up on your way here? With the exception of the benefits of your Body Mod or equivalent supplement, you may forfeit their benefits during your stay here for a few extra points. Of course, this doesn't apply to perks you picked up from this jump.

[+200cp]**No Items**: Instead of giving up your perks, you can forfeit access to your Warehouse and the various items you purchased in your previous jumps. To be clear, this doesn't apply to any items you acquired in this jump. This drawback prevents you from importing outside items and properties at the beginning and for the duration of your stay, though you get an opportunity to combine and attach items and properties at the end of your time here if you're normally restricted in doing so.

[+200cp]**No Companions**: Want a break from people? By taking this drawback, you forfeit your access to any companions or followers you haven't **paid** to import into this jump for the duration of your stay here. Given that this only allows those followers and companions you've paid for, **this drawback disables the ability to create or import companions and followers for free**. So pay up, bucko.
Taking this drawback also adds a -50cp cost to importing an AI companion as your PA.

Ending

Congratulations on making it through the decade…or consolation on dying early. Hopefully you didn't ignore my advice about letting people offering shady deals into your office.
As usual at the end of a jump, you may choose to return where you came from, stick around in this world, or move on and continue your adventures.

Return Home: Return to your original home, taking everything you gained here and in previous jumps with you and finishing your chain.

Stay Here: Finish your travels and stick around, retaining everything you've collected up to this point. Picking this gets you an extra 1000cp to spend, and the weather will calm the fuck down - so gamma ray bursts and supervolcano eruptions won't be monthly occurrences any more.

Move On: Continue on to your next jump, taking everything you've acquired up to this point with you.

Regardless of which you choose, you get to keep your arcology - assuming you didn't lose it and for some reason decide to stick around.

At the start of each jump, you may insert your arcology into a location of your choice, with its foundations and transport connections automatically adjusting to fit wherever you've set it down, although the latter doesn't automatically connect with existing infrastructure.

Regarding the population of your arcology, it's up to you if they persist between jumps, are replaced at the start of each jump with a fresh slate of locals, or if you simply don't have any at the start of a jump beyond any companions and followers you decide to let live in your arcology. This choice may be made at the start of each jump, and you can choose to leave behind the unwilling, though you can't bring back any population you've left behind. When allowing the population to stick around during jump transitions, those who've immigrated are counted as a part of the population and the people who stick around don't need to be fiat-backed.

At the start of each jump, you gain ownership over any portion of your arcology that's left unowned - for example, from the owner deciding to stay behind at a jump transition or if the owner didn't reside in your arcology. This is legal/recognized ownership, not fiat ownership.

If you manage to acquire ownership over all the other arcologies in your Free City, you may choose to gain your entire Free City as a fiat-backed property. The whole cluster of arcologies benefits from the upgrades you purchase for your own arcology, but must be inserted nearby each other.

Between jumps, you may freely import, combine, and integrate other properties into and with your arcology and its constituent parts, as well as import, combine, or integrate it with any property that's large enough to hold your arcology. For example, you could combine a factory item with your Weapons Manufactory or something on the scale of your arcology with the arcology itself, or insert a smaller property like a factory, shop, or mansion into a sector without having to completely reconfigure the sector around it. If needed, you can even separate them and/or recombine them later, so long as you do it between jumps.

By default, your arcology continues to use the Credit¤ when imported in future jumps, but you may choose to either automatically convert it to use the local currency or automatically set up a currency exchange service that perfectly converts the Credit¤ into local currencies and vice versa. The latter option is under your ownership, allowing you to easily skim off the top with service fees and "exchange rates".

Regardless of whether you purchased or built a Farmyard, your arcology has an endless supply of basic, bland rations to keep the population from starving. Keeping them on these rations will obviously negatively impact morale, and probably public health due to minor malnutrition, which is where the Farmyard comes in as it provides fresh food for your populace.

Your arcology retains changes between jumps, and manual expansions of it count as a part of it for fiat-backing.

Notes

Latest PregMod Versions: Free Cities Releases
User Guide/Front Page: https://gitgud.io/pregmodfan/fc-pregmod

Arcology Notes and Details;

Building Up Your Arcology: You aren't locked out of building the facilities and structures outlined in the Arcology section on your own if you don't buy them. Buying them just lets you start off with them immediately, and potentially with extra benefits.

How Many Arcologies?: By default, there are 4 arcologies in the Free City your arcology appears in, including yours. At the start of the jump, you may decide how many arcologies there are in the Free City, so long as the number is reasonable. Choosing to be the lone arcology will leave you without closeby rivals, but also potential allies, while making the Free City a cluster of a dozen will be incredibly chaotic and claustrophobic - not to mention making it quite the endeavor to acquire the whole Free City.

Multiculturalism: While you can invest multiple unlocked FS slots into Multiculturalism in the game, the option is this jump may only be taken 1 time.

Social Classes: Free City society is normally split up into Slaves, Lower, Middle and Upper Class citizens, and Millionaires.

Established Slave Schools;

Nueva Universidad de Libertad: A slave school focused on androgyny and intersex slaves.
St. Claver Preparatory: A slave school focused on skill and surgical enhancements.
The Cattle Ranch: A slave school focused on lactation and mellow attitudes.
The Growth Research Institute: A slave school focused on naturally grown large assets.
The Hippolyta Academy: A slave school focused on health and fitness.
The Slave School: A slave school focused on skill and innocence.
The Utopian Orphanage: A slave school focused on obedience, trust, and purity.

Ethnicities;

Amerindian
Asian
Black
Indo-Aryan
Latina
Malay
Mixed Race
Pacific Islander
Semitic
Southern European
White

Events;

There are a number of events that are guaranteed to occur throughout a regular playthrough of the game. It's your choice whether or not those events occur during your time here. And three of them have been made into drawbacks.

Future Societies;

Chain Breaker and Future Societies: Just because you've rejected slavery doesn't mean that your society is free of the influence of other aspects of Free City culture, nor your own social engineering efforts.
FSs function much the same as normal under the toggle, though with adjustments to file off focus on slaves. How exactly things are adjusted is up to you, so long as it makes some sense, even the boons - like Intellectual Dependency or Degradationism applying to lower classes instead of slaves.

When it comes to FS boons, or really any other option in this jump, you are free to ignore the benefits that you don't want. However, you can't ignore any restrictions inherent to the option if they remain relevant to what benefits you choose to enjoy.

Unlike the game, your Future Societies are more the broad strokes of your arcology's culture rather than hard ideologies that you can't stray from, so you can pick and choose what parts you want as long as you stick with the spirit of the FS. You can also instill parts of them without adopting the FS outright, like the Japanese or Chinese aesthetics and fetishism of Edo/Chinese Revivalism, but that's a matter of personal effort in-jump and not covered by FS purchases.

Glossary;

Age of Peak Attractiveness: The age at which slaves are considered to be the most beautiful.
Arcology: A whole city contained within a single structure that is largely or totally self-sufficient.
Free City: A collection of arcologies that happened to be built near each other.
SMR: Slave Market Regulation

Slave Roles;
Head Girl: The slave at the top of the hierarchy. Helps you to manage your collection of sex slaves, breaking and training them so you don't have to.
Recruiter: Half secretary, half advertising manager. In charge of finding potential new sex slaves and convincing them to sell themselves to you.
Bodyguard: A slave assigned as your personal guard.
Madam: A slave assigned to run your Brothel.
DJ: A slave assigned to run your Club.
Nurse: A slave assigned to run your Clinic.
Teacher: A slave assigned to run your Classroom.
Attendant: A slave assigned to run your Spa.
Stewardess: A slave assigned to run your Servant's Quarters.
Milkmaid: A slave assigned to run your Dairy.
Farmer: A slave assigned to run your Farm.
Wardeness: A slave assigned to run your Cellblock.

Prosthetics Lab;
Basic Samples;
Basic prosthetic interface
Basic prosthetic limbs
Cochlear implant (fixes hearing)
Electrolarynx (returns voice)
Prosthetic tail interface
Modular tail

Upgraded Samples;
Advanced prosthetic interface
Quadrupedal prosthetic interface
Advanced limbs specialized for sex, beauty or combat
Feline and canine-patterned quadrupedal limbs
Feline and canine-patterned combat limbs
Ocular implant (returns sight)

Prosthetic tails specialized for pleasure or combat, including a stinger variant.
Prosthetic back interface, to which various wings and appendages can be attached.
Modular wings.
Flight-capable wings.
Combat appendages in Falcon, Arachnid, and Kraken variants.

Design Notes;

The Arcology stipend was originally 500cp. I doubled it when it occurred to me just how many options were going to be in that section.

The Celebrity, Ex-Whore, Servant, Gangster, and Hacker perklines are intentionally truncated. This is in part due to laziness, and in part to reflect the limited experience of those histories. They do get their one perk for free, though.

Thanks;
To FCDev for creating the original game.
To everyone involved in the creation and continued development of PregMod.
To the Anon who got me the text for the 4th Neo-Imperialism policy.
To the various folks who've given me feedback or asked questions, whether they actually lead to significant improvements to the document or not.

Changelog;
v1r8 - Added auto-updating language courses to Study Materials. Expanded details regarding Arcology housing capacity - each sector has a base capacity of 500 people, while the Apartments sector type and an appropriately upgraded Barracks add an additional 1000 housing capacity.
v1r7 - Added 'though you aren't prevented from changing up the formula to get rid of unwanted effects or add new ones.' to Kitchen.
v1r6 - Added 'Between jumps' to post-jump arcology rules regarding item imports to make it clear that it continues to function post-jump. Added line to Kitchen to make it clear that it never runs out of slave food. Added line to post-jump arcology rules regarding a basic food supply. Cleaned up formatting a bit.
v1r5 - Added explicit text referencing that you can choose your number of neighbors.
v1r4 - Removed FS restrictions from Chain Breaker toggle, added clause forcing you to stick with it, and expanded FS notes.
v1r3 - Reduced FS price to 100cp and free Credits purchases from Wealth acquisition to 2 to render freebies from choice of acquisition equal in value.
v1r2 - Added clarification regarding the Chain Breaker toggle.

v1r1 - Slightly changed wording of Arcology Sector rules blurb, making it a flat 50cp to convert a sector to any other type or subtype.
v1r0 - initial release

Text Version:
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