City: Skylines
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Greetings, Jumper, you're being tasked with one of *those* duties this time. For the next few years you'll become mayor of your own small town and will last until you reached a thriving metropolis equal to even the greatest cities on Earth, which this world is actually resembles greatly.

You must build a city from literally a road off the highway into a rival for things such as Tokyo, Japan and New York, New York. Since cities like this aren't usually made in a decade you'll be having as much as fifty years to do this, good luck!

Take 1,000 CP to start you off with.

Starting Plot:
You can roll a 1d8 to generate a starting area, which starts out as a plot of land approximately 100 Kilometers squared. Each plot of land has their own good and bad traits.
You may 100 CP to freely pick from the list.

1. **Riverrun:** Rivers were the backbone of trade in the bygone years and even into the Information Age they are an excellent source of transport, tourism, and more streamlined infrastructure, if you know how to build around the massive river running through the center of your starting location. Tourism and farming could flourish here.
2. **Black Woods:** Forestry is a hearty and renewable industry that has a very long view on things. Its also prone to high expenses and dangerous work. A town settled here next to the one of the largest forests still available to be urbanized. With a forward thinking mayor this place could draw in not only massive amounts of industry from the forestry companies but also the ore industry.
3. **Foggy Hills:** A place frequented by rain and fog. This place seems an oddly quaint location which sits comfortably within some nice hills. This would be a great place start an entertainment based city if you could only grow beyond it's humble beginnings.
4. **Icy Islands:** This is a difficult location to build a city in, Jumper. The cold is constant, the snow falls three months a year, guaranteed, and the fact that you're on a series of islands makes this one of the more dangerous places to live. However, with access to the sea, forestry, abundent natrual resources, and some serious independence from others maybe an archipelago in the frozen north isn't too bad eh?
5. **The Islands:** A set of richly resourced natural islands that hold great potential. Only problem is the massive volcano, but some may call even that a feature right.
6. **Diamond Coast:** Sea next to the sea with a grand vista and connections to nigh every sea trade route known to local world this is a great place to set up a city, though the threat of overpopulation is frightfully high for some reason.
7. **Lagoon Shore:** Small lakes and rivers scatter across this territory and you'll find it's a great place for a person to relax and enjoy life a little. This place seems to draw in the more educated of the civilians and seems to have been a center for culture once upon a time.
8. **Free Choice**

Perks [One 100 CP comes free and then one of each CP grouping comes half-off. Any perk that effects the city itself will be able to effect any of your other settlements/properties/etc in the future.]:

Colossal Order [Free]:

As the Mayor here you might have to compete with all the other folks making cities around you so let's even the playing field a bit. You can enter a free floating view of your entire city, no matter the size, with zoom in and out features. Freeze time in order to give build orders. This also allows you to call up relevant statistics, a number of layered maps, check local economics, public company information, and more. In addition to these nifty features you can streamline the process of building roads/buildings/wonders/etc by planning everything ahead of time in a time stop, and riding out a form of auto-pilot to the end goal you planned for, though you can hop off the auto-pilot if you notice something going wrong that needs your help NOW! This is exclusively for city/property management and can't be used for other means.

Map Editor [100]:

A tool that upgrades Colossal Order so that you can now do minor edits to the local landscape around your city, or other properties. You could use this to do all the work of a trained labor team with heavy duty construction equipment could in roughly a day within the hour. It helps but it's no medical worker. Very user friendly.

Zoning Laws [100]:

Acting as an upgrade to Colossal Order. This allows you to decide where houses, shops and factories will be built. When an empty zone is assigned a zone type, buildings will be built there automatically over time (assuming people want to live or do business there, of course!). This allows for even greater use of your abilities outside of the planning stages as things pick up without you needing to do anything else.

Happiness [100]:

You have an acute empathy when it comes to citizens of your town. Their general satisfaction can be felt and you can easily learn to anticipate the moods of others using this empathy. Not the most grandiose thing in the world but it's good for a mayor to have. In addition, this upgrades Colossal Order to be able to show a system of 'happiness density' which could allow you to see how people general moods are by area.

Council of the City [100]:

This is an upgrade that allows you to communicate with your Companions and other important officials whose options help with the day to day handling of the city during the time stop of Colossal Order. They won't move but you can easily hear them and they can give you ideas if they wish to.

Plop-Able Buildings [100]:

An upgrade to the Colossal Order that allows you to outright buy things and for them to suddenly exists, such as full road being virtually summoned at the expenditure of money alone or entire buildings suddenly appearing in place. You'll either need someone who knows how to build such things on hand or use prepared blueprints only for such things though, unless you've somehow got all the know-how already in your head then you could try to free form the buildings blueprints yourself.

A Message From on High [200]:

Informational blimps are really rather helpful, though getting the city in the swing of look up at them is a hassle. The blimps can present anything from warnings to weather reports to other less

informal but more eye catching presentations, and once you've mastered planning for having a bunch of massive flying balloons maneuvering through your city you'll be able to make far greater use of other, smaller and more maneuverable, air vehicles patrol patterns with great ease. You now know how to produce and properly use air craft that can be used for police, fire department, hospital, and mass transient, including the production and proper use of blimps and helicopters.

The Imaginary Number District [200]:

Districts are used to allow a Mayor to designate policies, regulations, and specializations. By doing this you can streamline the various industries, infrastructure, supply chains, and laws into something incredible. In fact it's almost unrealistic in the way that everyone and everything manages to keep to all this but when they do there is a large boost in productivity. Basically you can designate areas within the city limits as one district or another and apply laws that when followed have effects like increasing cleanliness or allowing folks to work faster.

Born in the Information Age [200]:

Information is on the airwaves and you've got a lock on the local populous' tastes. You've got a lock on the popular culture of the locals, though in new places it takes a few days to get everything just right, and TV, internet, and radio are all assets you can easily use in any number of tasks, literally you're multitasking could be considered legendary.

Fire, Water, Wind, and Earth [200]:

Industry marches on. Everything from coal to nuclear power has it's risks and you've learned it all. A safety team led by you could find the Pentagon in question for regs they didn't even know about and if that wasn't enough you also know how to keep your own people up to code, and train others to do so too.

The Real Money Maker... [400]:

Though you do have a great look far above the average person and you seem to age like a fine wine, tourism is where the real moneys at!You have a keen skill at discerning a lemon from the next great fad and have skill at making sure your city can be there to benefit from the lemon dropping and the fad taking off like few others, mitigating painful investments and maximizing windfalls. This skill also manifests as a mastery of macro and micro economics on a frightening skill level and a source of political acumen. Finally you seem to look good, in spite of how you feel at the time, and give the best speeches for a simple Mayor.

Covert Intelligence Agency [400]:

Protecting and serving in your city can be a bit of an oddball job sometimes, but you've got the smarts to teach the guys who will train the guys how to do this right. You have a expert grasp on criminal mind, fundamental criminal investigation techniques, and a few other things. By plotting out the city you could easily predict the locations that the best cops would need to be at before you ever laid the foundations. In addition to this knowledge you've got a grasp of police personnel needs to the point where your positioning of various assets could be called nigh precognitive.

Ready for the Deathwave [400]:

'Prepare for the worst' is a quote that you've likely gotten hung over your mantel at this point. The amount of know-how you've placed in both life saving, disaster detection, and deathcare techniques is frankly slightly mortifying, but from this know-how you can make judgment calls on position of important buildings like Medical Laboratories and Hospitals in conjunction with lesser aids like clinics and saunas to maximize effective healthcare the entire city over. You have also streamlined

the systems used for deathcare to the point where there won't ever really be a reason for a loved one to go to the earth, cremation chamber, or even cryotube without proper respects bought and paid for by the city, which is a huge favor to the folk around here. Finally you are able to create flawless programs for disaster prevention and detection that should they be implemented the city would be able to recover from anything up to a massive firestorm, a tornado, or even a meteor striking down in it.

The Faculty [400]:

The city is going to have many schools and universities by the end of you time here, but the thing you envision is something greater than that by far. This facility is able to teach any person willing to go through it up to the very edge of their intellect, whilst it can't make them any smarter it does improve how they use their minds, and would be able to, after a brief time spent teaching the staff, teach anything you could teach to other En Masse. In addition to these plans you have a nigh-genius in scientific book smarts, should you not already have three or four PHD's if so you'll get three or four more, and a skill for streamlining educational programs.

Building's of the Future [600]

Congratulations on planning out how to make your city completely fusion-powered. Once the Fusion Power Plant you designed is finished you'll never have to worry about energy output again, without any of the fallout or radiation that a nuclear plant would produce. In addition to that you have also gotten you hands on some of the most advanced science this world has to offer to tempt agencies to your town with. You've got everything from the best vertical farming techniques to the infantile beginnings of nanotechnology research and more.

The Hive Arcology [600]:

The resources of a city can be labeled as Money, Population, Health, Happiness, Safety, and Space. The Hive Arcology is a method of solving issues with four out of those six problems. With enough resources you could design and have a building built that would be able to house, happily, thousands in the space usually needed for hundreds. This also comes with the plans for an education system and medical care system so streamlined that it would take active effort to strain it beyond it's abilities to adapt and overcome problems.

In the Garden of Eden [600]:

There are projects in the work that could lower the rate that pollution grows and then there are the plans you could make. Pollution is a thing of the past to you if even one of your plans bears fruit. You have an understanding of Eco-Friendly technologies and how they can be seamlessly integrated into even the most massive cities with retaliative ease. In addition, you have the plans that you could show to someone for the first step to ending world hunger, it's called the Eden Project.

The Royal Road [600]:

This is *the* plan. Roads, public transport, even impossibilities like subways and tunnel systems are all compensated for and united in an cost-effective masterpiece, a masterpiece you could adapt to any land you own or were given permission to work upon. When it comes to designing a system upon which your citizens may commute this ability allows it to be as efficient and aesthetically pleasing as it possibly could be. In addition, you know how to design and ready for a Space Elevator, which would be great for science and tourism, and the Doomsday Vault, a hardened bunker that could survive a direct hit from even a city-killer meteor.

Initial Build Order [These purchases upgrade the initial lot of ground to give you a better starting point that a road off the highway. Two 100 CP comes free and then one of each CP grouping comes half-off. Each purchase grants additional land, two Kilometers squared more unless otherwise specified by the text]:

Village Start [100]:

You start out with a small hamlet already in place, which comes with a population of 1100 Cims, the lowest level Education and healthcare buildings already in place, though everything is still as if you designed it. You're going to have to do something about the power and water problems though, seems these folk just got here and nothing works as of yet.

Roads [100]:

The foundations of most civilization is lain upon the roads that allowed travel to be so acceptable. You've got access to every type of road the Information Age has to offer and they're nigh free to make, even a eight lane highway would cost as much as a normal dirt road for you.

Utilities [100]:

Maybe you've got a Wind Farm going or have some coal plant off to the side pumping out electricity, but for whatever reason you'll have enough power to start off a township easily enough with this. On the water front you've got a basic set up of waterlines and a big ole water tower. Sewage seems covered as well.

The Good and Just People of Jump City [100]:

The Cims here start with a police station and a fire house. They are also really amiable folks who have a respect for the laws set forth by the Mayor, which is nice.

Boom Town [200]:

The town starting off now has a geothermal heating station, providing free heating for the city at no extra cost to the Cims, power is provided by advanced wind farms/wave power plants which use natural wind/water movement to create electricity, the first signs of public transit systems are popping up in the form of trams/buses/taxis/ferries, and disaster relief has been accounted for by having a few service buildings already made and building a few shelters in perpetration for the worst. Population increases by 2400 Cims to start.

Smarter Cims [200]:

Your city would be nothing without the citizens, often called Cims, who provide the workforce for industry, professionals for the different city services, and customers for the shops, among other things. To keep your city growing, you need to take care of your citizens' health, education and overall happiness. Healthy, educated, and content citizens are the key to running your city efficiently. An average Cims is a fairly average Information Age human person who is nigh sheep-like in general attitude and manners, but your Cims are a cut above the rest. Whilst still very mild mannered the Cims of your city are able to adapt to events even without explicit instructions, so they won't just watch as a tornado rips through the city they'll run.

Great Tracts of Land [200]:

You actually have a vast agricultural infrastructure, something like a 40 kilometer squared section of land, already in place as an agricultural district. It even isn't taking up space in your original 100 kilometers squared but expands your territory so as to make room. Thankfully, the area has it's own water source so even the higher demand for water that such progress negotiates is covered.

Big Town [400]:

The Town starting off has a full road maintenance depot, hospitals, and police headquaters that all have the best technology and staff that can be brought in, helicopter depots for fire fighting and police services, a proper prison, and a working metro system that will be a huge boon to your traffic problems. Population increases by 4600 Cims.

The Majesty of Innovation [400]:

Industries rise and fall on two things: Supply and Demand. Your town somehow has all the supply it'll ever need for common ores and oils. Almost as if you've found the right switch your town has access to an unlimited amount of oil and ore to use for their industry.

Pearls from the East [400]:

Pearls from the East will bring a splash of style to your city, inspired by Chinese architecture and design. You now have access to a spacious temple complex and a massive office tower known as the Oriental Pearl Tower. In addition to this you host a massive thirty six square kilometer panda sanctuary. These features are sure to rake in massive money as tourism booms and it never seems to stop intriguing folks.

The Lights in the Sky [400]:

In the town there is a massive observatory, one of the top one hundred in the world. This is just one sign of the incredible progress your Cims have made in science and education. A full educational line, from University down to Elementary Schools being present and accounted for. Your town has the rough educational level of an above average first world countries schooling system, and updates it's curriculum as it follows you through the world's, though the staff know better than to lower their standards.

Building the Beginnings of a Supercity [Any reference to 'cell' is a 10 meter unit of square measurement.]:

Starting Captial: ₡70,000

Loans [Being in debt from Loans grants greater ₡, roughly equivalent to the amount of debt you are in as that's just understandable. This explicitly doesn't include ₡ debt gained from the Drawback Up to Your Ears in It. You may take all three or any combination of them however you so wish. Just remember all debts must be paid before you leave, yes even Up to Your Ears in It.]
Silver Sunset Bank [+₡20,000]:
You have a payment plan for fifty-two weeks, at ~₡404 a week off your profits and a five percent per month growth rate for interest past the initial fifty-two weeks. All around a decent deal.

Global Credit Inc [+₡60,000]:
The payment plan is for roughly a year, at ~₡254 a week off your profits and a ten percent per month growth rate for interest past the initial year. The kind of plan a person with vision but caution would take.

Pyramid Capital [+₡200,000]:
The payment plan is two years long, at ~₡443 a week off your profits and a fifteen percent per month growth rate for interest past the

Roads [All costs are Per Cell. If you have taken Roads all Roads cost 20, though upgrades still cost the same. All roads have a one way variant for the same price]:
Two Lane Gravel Road [₡20]:
Even Rome had better roads than this, it still has better roads than this, but it's serviceable enough for trucks and it'll be easy to fix later.

Two Lane Road [₡40]:
The beginnings of something more than tramped down gravel. It's pretty standard among sub-divisions and inter-city traffic in smaller towns.

Four Lane Road [₡60]:
Now we're talking! Four lanes is one of the most efficiently set up road systems you can ask for, because you can use each lane for various turns without over complicating things too much.

Six Lane Road [₡80]:
The big six. The main veins in the massive heart of cities that have outgrown their country roots. Truly with roads like this your Cims will be able to freely Rome your city with greater ease. Cuts down on traffic, except at traffic lights, fuck traffic lights.

With Tram Tracks (Requires Boom Town and upgrades the normal road types) [₡40]:
You can add a layer of public movement via these. Adds another lane just the Trams.

With Bus Lanes (Requires Boom Town and upgrades normal road types) [₡10]:
If you happen to have buses then this will do wonders for your high traffic areas.

Highway (Requires Boom Town and upgrades normal road types) [₡10]:
Converts some of your roads over to highway standard. Good for interchanges or if you've got

to have a better road in one place in particular, such as near an airport.

Utilities [All costs are the initial purchase of a singular building/structure.]
Water Drain [₡2,500]:
A drain that pours waste into a legal waste point.

Water Pumping Station [₡2,500]:
Pumps water for your cities lines. Larger cities might need more of these.

Water Tower [₡3,500]:
A water tower is a storage unit that allows one to set aside tons of water for a time when it'll be needed, such as during a drought or perhaps a water outage.

Water Treatment Plant [₡15,000]:
This is a plant that takes raw sewage and processes it before letting it go back to the land. It helps lessen your carbon footprint.

Wind Turbine [₡6,000]:
Speaking of carbon footprints this and the advanced version are both fairly reliable energy sources for smaller towns.

Advanced Wind Turbine (Requires Boom Town and upgrades normal Wind Turbines) [₡5,000]:
The biggest boon of these thing is the fact they're designed to go atop the water to allow you to save ground space for buildings that need it.

Coal Power Plant [₡19,00]:
A big plant like this is able to pump out enough energy for an entire small town by itself, given the right amounts of fuel. A great starter but if you wish to invest more you could go for...

Oil Power Plant (Requires Big Town) [₡50,000]:
A big bulky thing that burns oil and could easily provide power to a lot of even the largest of cities.

Public Services [All costs are the initial purchase of a singular building/structure/system.]:
Education [₡10,000/₡24,00/₡40,000/₡75,000]:
Education centers in this world are... odd. Your first buy will net you a elementary school, and no one will ever quesiton the lack of any other public education system, additional purchases net you Middle School, High School, and a University too. You are getting a package deal any purchase higher than the ones before it assumes you've got everything before it.

Healthcare [₡10,000/₡42,000/₡65,000]:
Healthcare is something everyone needs. A clinic is fairly cheap, but if you want a Hospital and working Med-evac helicopters then you'll have to shell out some case. You are getting a package deal any purchase higher than the ones before it assumes you've got everything before it.

Safety [₡12,000/₡60,000]:
Police, Firefighter, and Disaster Relief services are working together under this umbrella. Shealters, Police Stations, and Fire Houses are all in the works with the first the latter goes overboard with a massive Police HQ, more Disaster detection devices than you'll likely ever need (Enough to get

a slight head start of even the 10.0 Drawbacks problems and the Meteor), and helicopter support for all three of them.

Public Transport [All costs are the initial purchase of a singular system in place with building included.]:

Taxi Service [₡5,000]:

It may not actually take cars off the roads but they're good for keeping the tourists happy at least.

Bus. Tram, Metro, or Monorail System [₡10,000]:

A public works that allows the streamlining of the cities traffic. It's pretty good to have one, but more options means less cars wrecking right?

Train [₡15,000]:

A train is both another way into your city, along with highway, land, and river/sea routes, which is great. A nice big train station already heads out to the wider world and should enrich your economy with it's imports and exports.

Road Maintenance Depot [₡40,000]:

Maintaining the prosperity of a city starts with the roads and you've got a massive building and a suite of vehicles for just that job.

Drawbacks [No Limit, just be sure not to bite off more than you can chew]

Agency is a Bitch [+100]:
A person can be a genius in the lab and an idiot on the road. This seems to be the case for most, if not all, of your Cims as they get lost or just frankly don't go to the same jobs from day to day. It's as odd as it is infuriating. They're about as skilled at the job as a well taught greenhorn. For an additional +200 you can have Fry Cooks piloting air planes and lawyers doing oil business with tycoons at times.

Seriously Fuck Red Lights! [+100]
It's not the crashes, which are no more fequent than any other cities. It's not the position or timing, you could get mathematically perfect on both and it wouldn't matter. It's the fact that the flow of traffic, for one reason or another, seems to be held up by traffic lights which are there to streamline and create safety for your Cims. No idea why.

Up to Your Ears in It [+100]:
You're city starts out ₡250,000,000 in debt, but hey that adds to your starting capital.... also none of your money production skills/powers/carry over as well as any 'infinite/endless/unlimited/etc' resources seems to be function, so you'll have to make money the normal way.

One Way Road City [+300]:
You have to build the entire city with only one way roads. Good luck keeping civilian happiness up. This is it's own kind of hard mode

Strikes Again? [+200]:
You seem to have a problem. Your Cims seem to just quit well paying jobs en masse sometimes. They don't do it often, but it can be crippling and happens at least once every year. Expect it to hit at the very worst times.

Mods not Included!? [+200]:
No powers, but keep what you bought here.

Fallen Stars [+200]:
A meteor is going to hit the city eventually. Might wanna prep for that.

Volcano [+300]:
An active Volcano is located near your city borders. This is the reason some are calling it New Pompeii.

Class 10.0 [+300]:
Expect a hurricane, tsunami, firestorms, tornado, earthquakes, or something else to hit at some point like the hammer of an angry god. Can be picked again for +200, and a final time for +100

Time to leave Jumper. All drawbacks are revoked beyond this point, now you only need to decide.
Save and Quit: Ready to head home? Alright we'll get you back safe and sound.
Just Quit: Sticking it out in the city you made here in this world? Alright, all of your affairs will be settled anonymously.
Save and Continue: Heading out to the next Jump? Alright let's go!

Notes:
Colossal Order can be used for easy access to multi-layer isometric maps of territory you control, professional accounting sheets for your possessions and anything the city management tools can be reasonably adapted to after this jump.

The city will follow you through your other jumps, though it might stick out if you import it in some worlds. It retains modifications, and damages, from Jump to Jump. The Cims are the population imported, no immigrants. The Cims also retain all gifts/curse/boon/uplifting/biology/etc stuff you've done to them. Just remember they're not companions, just a people who you've taken with you, though they don't mind.

Your importable buildings and land properties you have that fit into the building area are there from the start and provide their usual benefits. And risks. And upkeep. Import them elsewhere if you wish.

Revenue streams form earlier jumps continue

Using technologies known to you from other jumps is allowed, if you haven't taken a certain drawback.