Civilization V

V1.0 by Songless

From the hunter-gatherer societies of ancient history to the bustling metropolises of the modern day, mankind has ever looked forward. Through hardship and triumph, civilizations have clashed, competed, united or fractured, pushing forward into the unknown in countless new ways.

And you, Jumper, will get to see it up close. From the dawn of civilization to contemporary times and beyond, you'll guide your own civilization, shaping it, inspiring it, and - if you can - assuring its dominance upon the world stage. Your personal exploits are meaningless here, only the success of your people matters.

Lead your civilization to greatness, and you may acquire everything from power and prestige to wealth and adoration. Fail, and you will fade into oblivion as just another footnote in the history books… if that.

What kind of society you lead is up to you. Build a nation of wonder and beauty, where science and art flourishes under your gentle guidance, if you wish. Perhaps a theocratic oligarchy is more to your tastes, where you rule by divine right as the Egyptian Pharaohs or Japanese Emperors of old? Or perhaps you'll rule with an iron fist, subjugating all beneath you as a ruthless tyrant demanding unfailing loyalty from their subjects? You could build something in between, like a place where creativity is valued but your divine example is always held as the pinnacle of all that is right and beautiful in the world.

Ultimately, society will develop and change under your steady hand, though not necessarily exactly according to your designs. It's hard work, building a nation, and you'll have to put in the effort just like so many other famous and infamous rulers of the past. In fact, you might even meet some of those…

You arrive here right as the development of agriculture leads to the first permanent settlements, somewhere around 4000 B.C. From these first few steps begins the long journey towards true nations, but the road to success is paved with dangers both great and small.

You start with **1000 Civilization Points**.

Can you build a Civilization that stands the test of time?

THE STATE OF THE WORLD

By default, this jump takes place on either Earth or a world that is similar to Earth in most major aspects. Yours will be one of at least a dozen different civilizations with the potential to become a world power, spread across the planet. A multitude of smaller regional powers will also exist, without the power or ambition to become the greatest civilization in history, but which nonetheless each have something to offer.

Each of these major powers-to-be is equally likely to achieve global dominance, so merely picking a country that is powerful in the current day is no guarantee. Likewise, nations that were once powerful in ages long past may maintain their success this time around. History is not yet written… after all, your job is to *make* history, in a way.

The exact details of this world may be freely changed, so long as they don't provide any undue benefit to your people. Geography, erosion, forestation and so on might all differ slightly or even wildly from Earth as we know it - at its most extreme the planet will still be recognizably Earth-like but otherwise almost wholly different. Feel free to assume that just about anything available in a customized but unmodded game of Civilization V is fair game.

To build your civilization somewhere other than Earth (or a similarly Earth-like planet), a Supplement mode is available later in this document.

Rather than staying here for a specific period, there are five **victory conditions** available for this jump, which will be explained in the next section of the document. You may end your time in this jump any time after you've achieved victory through any means, but not before.
Of course, just because you can achieve victory through one of these goals does not mean your victory is *assured*. Though physical harm and even death will not be (much of) an issue for you personally, should any other civilization achieve one of these victory conditions before you do, it will count as a **failure condition***,* ending your chain much like death would in most other jumps.

THE POWER OF NATIONS

There are many roads to success available to your civilization (metaphorically, anyway, as the wheel might not even exist yet), though each society typically focuses on one principle over all others. The Archetypes below determine the initial social values and traditions of your civilization much like Backgrounds might determine yours in other jumps, and they likewise dictate which purchases are discounted for you later in this jump. Each Archetype is uniquely suited to reach a specific victory condition, but regardless of your civilization's Archetype, all five ways to win this jump remain available to you.

The four Archetypes and their related victory conditions are:

The first, and most obvious, is to ensure your civilization is the only (major) civilization remaining. Conquer or annihilate all rivals that might challenge your place in the world, and claim victory through **Military** power.

Second, you can forego violent conquest and sway the world through your words instead. **Diplomacy** can turn hated enemies to trusted allies with enough effort, and many can succeed where one may fall. Unite the majority of the world to elect you as World Leader, and your victory will be complete.

Third, you can achieve victory through the path of **Science**. Surpassing all other civilizations through an incredible leap forward, reaching a supreme level of technological mastery will cement your place at the pinnacle of mankind. Typically, this means the successful development and launch of an interstellar colonization vessel.

Fourth, you can sway the hearts and minds of your rivals through the power of your **Culture**. When the whole world enjoys your food, listens to your music, and buys your products (or those inspired by yours), what does it matter if your nation persists or not? Its beating heart endures beyond any notion of borders, ensuring your society's impact is everlasting.

Finally, there is one victory condition that carries no specific focus and is not tied to any discounts. Should you reach the year 2050 without *any* civilization achieving one of the first four victory conditions, any civilization that is (or becomes) at least half again as powerful and influential than any other and maintains this power disparity for at least one decade will achieve victory. This evaluation counts all aspects of society, from military power to total population and famous paintings hanging in your museums to the happiness of your subjects… though this is an aggregate, and you need not surpass other civilizations in *every* way. Still, seek to excel in all ways, and your people may yet achieve global dominance.

One word of warning, however: though you might come here with incredible powers or technological insights, this jump is *not* meant for showing off your personal prowess. Each victory condition should be achieved by your civilization; any that your people don't so much succeed at as they are carried over the finish line by you - for example by giving a tribe of

illiterate farmers a futuristic spaceship and expecting to win the Science victory - will be void. You're not forbidden from using whatever advantages you have, so long as you remember it's your *people* who need to win, not you yourself. You can guide them to greatness, but it’s ultimately up to your civilization to succeed.

PERKS

MILITARY

- Diligent (100CP, free for Military**)**

A prosperous society is a *prepared* society, for those who commit wholly to wealth or art or knowledge without the means to safeguard it will quickly find themselves subjugated by a less scrupulous and more militarily competent rival. Your followers have mastered the art of maintaining a capable military without putting undue strain on the rest of the nation. Because your military assets are heavily integrated into the rest of society, re-establishing military forces after inaction is far easier. As a result, your people enjoy greatly reduced maintenance and salary costs for any forces stationed at home, and you'll likewise find your soldiers far easier to equip with more modern gear should existing techniques prove outdated.

- Unbreakable (200CP, discounted for Military)

Though clever tactics can win the day when armies meet in the field, there is little that swords and arrows can do against heavy fortifications. Your people are gifted when it comes to defensive combat and building any kind of structure meant to protect against hostile forces. From the basic City Wall to the mighty Citadels, your foes will find it particularly hard to break through your defenders any time they've had the chance to dig in.

- A Nation Of Heroes (400CP, discounted for Military)

The most important part of a well-functioning military is not the weapons or the armor. It's the *people*, and your civilization trains some of the best soldiers ever seen. All military personnel fighting under your civilization's banner are trained to an exacting standard, effectively granting even the greenest rookie a level of skill and experience normally found with veterans who've already won several battles. Furthermore, your forces will continue to accrue additional experience faster than before, ensuring they are always ready for the newest challenges or campaigns.

- To The Victor Go The Spoils (600CP, discounted for Military)

Those who say wars are costly, pointless endeavors obviously don't know how to wage them. From looted treasures or slaves to uniting your subjects against a common foe to simply pushing your society to greater glory with every victory, even conflicts where none of the maps need to be redrawn can be tremendously valuable to a nation. Your people are nothing short of savants when it comes to benefitting from armed conflict; where other societies might struggle to keep their soldiers fed and paid, yours could become increasingly productive and valuable members of your nation (provided you're winning more battles than you're losing, at least). So

long as you have barbarians to root out, border skirmishes to keep your men engaged, or just a good old-fashioned war of conquest and subjugation, your army is practically guaranteed to be a net positive rather than a drain on your nation.

DIPLOMACY

- Master Negotiators (100CP, free for Diplomacy)

Diplomacy is the art of 'give' and 'take', and few are the negotiations where everyone gets what they want. But with a clear goal and the patience to make it work, it's nonetheless possible to have everyone walk away happy… and your people seem particularly good at achieving such a result. Whether it's international agreements, peace treaties, or just the latest border dispute resulting in accusations and demands for 'reparations', your nation's ability to get everyone on the same page means you'll be able to get just a bit better results out of any major negotiation at a lower cost in terms of time, effort and money… and all without unduly penalizing those on the other side of the table.

- A Helping Hand (200CP, discounted for Diplomacy)

Arguably the easiest way to make others indebted to you is by doing what they need done… but they can't do themselves. This principle holds true for individuals and nation-states alike, and your people have a particular talent for providing aid at just the right time and place to foster gratitude in others.
Whether it's hunting down a barbarian tribe threatening a prospective ally, inspiring a nearby city state's elite with your social reforms or investing in a foreign locale desperate for money, you'll find that it's much easier for your society to get others to like you… assuming they've got troubles you can help with, that is.

- Generously Charming (400CP, discounted for Diplomacy)

Let it be said that trying to *buy* friendship and trust is a fool's errand… but being known as a generous and friendly sort certainly helps. Your people are masters of giving gifts, from personal thank-yous to piles of treasure great enough to buy small cities outright. You will find that sharing your prosperity is incredibly effective at building bridges. More than that, this talent at getting people just what they'd enjoy not only makes your people highly capable traders, but you'll be much more likely to *receive* gifts as well. Get some caravan routes going, and you might be amazed at what new wonders they bring back to your lands.

- Peacekeepers (600CP, discounted for Diplomacy)

Though you might decide to pursue an international policy of peaceful cooperation, there are likely quite a few belligerent nations that'd be more than happy to annex your lands as part of their colonial empire. And yet, your people are masters at staying friendly with their neighbors - even the expansionist ones. Perhaps not because you're dangerous militarily, but because a war with your civilization might bring in a great number of other nations at your side.
Furthermore, your incredible diplomatic talents means this safety obviously extends towards those who are your allies as well… yet you will always be considered a major influence even among United peers. With enough friends on the global stage, you could nearly eliminate war

entirely, and at the same time assure your dominance as the leader of a powerful alliance, or even unite everyone behind your civilization as a 'world leader' of sorts.

SCIENCE

- A Learned Society (100CP, free for Science)

The greatest technological breakthroughs, the most brilliant geniuses, the most astounding advancements of society. These things are the most obvious markers of an advanced civilization... but they are ultimately more consequence than cause. Your people understand that to reach such lofty heights, it is crucial to have a strong foundation. Your nation can more easily ensure a solid education for all its subjects, be it through building libraries more cheaply, ensuring better communication between scholars and lay people, more efficient teaching methods or even just through a love of learning. It won't suddenly turn everyone into the next Einstein or Curie, but with your entire population receiving a proper education, it'll still be far easier to expand your collective knowledge.

- Greater Than The Sum (200CP, discounted for Science)

It's hard getting multiple groups to work together - especially when it's not so much about facts as it is opinions, reputation and politics. Yet when it comes to scientific cooperation, your people know just how to get the ball rolling.
Whether it's getting multiple academic centers across your civilization on the same page or establishing international research agreements, your intellectual elite seems to enjoy nearly perfect 'logistics' when it comes to moving knowledge from one place to another. Of course, whether this means your people share their insights with the world or hoard the greatest breakthroughs for your own interests is up to you...

- Focused Progress (400CP)

What do the compass, nano machines and chivalry have in common? Very little, aside perhaps from the fact they can be hard to develop or master without a lot of thinking on the topic. There are many kinds of science, and progress is never as straightforward as simply picking a goal. For most, anyway. While your society's technological development is still far more complex than what a video game might simplify it as, your people *are* gifted with an incredible ability to apply their intellectual skills outside of their original focus. Biologists, political scientists and nuclear physicists ordinarily wouldn't even know what to do if put in the same room together, but now? It won't make them as useful as they would be at their main discipline, but you *could* direct every scientist in your employ to work on a single critical area of science and still get a noticeable - if small - benefit out of even the most mismatched scientist's efforts. Thinking outside of the box is truly a magnificent thing to see in action… or maybe science is just a lot more multi-disciplinary than you once thought?

- Knowledge Is Power, Power Is Knowledge (600CP, discounted for Science)

Scientific advancement is never as simple as saying 'eureka!' and publishing whatever great breakthroughs you've thought of. Most of the time, it takes manpower, funding, and a whole lot of hard work not just to come up with a theory, but to test it, use it, and implement it across an

entire society. Your people are no exception to this… far from it, in fact. Rather, your subjects have the unique talent to bolster scientific progress through the use of other resources, to the point your people could seemingly 'brute force' the creation of new technologies by simply spending vast sums of money, employing a larger chunk of society in R&D, or retasking entire factories to produce nothing but prototypes for testing. Indeed, it seems that you'll be able to accelerate your technological ascension with no apparent limit… well, other than the potential risk of bankruptcy, starvation or other such crises due to neglecting your society's other needs.

CULTURE

- Tourist Trap (100CP, free for Culture)

A society's sense of self is almost as much a living thing as the people that form it. Like many individuals, a culture thrives most when it can interact with others, and your people are especially outgoing in this regard. From poetry and art to soft drinks and fashion, your country is one of the best at turning its cultural depth into something shareable - potentially even to the point of overpowering and replacing other cultures entirely.

- Jubilant (200CP, discounted for Culture)

Some societies grumble along, making the best of a bad situation. Some enjoy life and all it has to offer, inspiring awe and jealousy from their neighbors. And some… some societies become so jubilant that even everyday work becomes a pleasant task, and its people teach heights of joy and greatness it could be called a true 'golden age'. Yours is one such civilization. Though keeping your people happy is no easier (or more difficult) than before, your people will become increasingly prosperous and creative as their needs are met. Keep their spirits high, and your people might surprise you with how much they can accomplish.

- Refined (400CP, discounted for Culture)

It’s a sad fact of life that many of the most brilliant or original thinkers never get the chance to shine, simply because they were born in the wrong life. Yet in your society, this is not the case. Though great accomplishments can be practiced, much like any other act, your people are uniquely gifted at recognizing untapped creative potential. Even ordinary farmers and factory workers might carry a spark of artistic genius, after all, and in your civilization it’s far more likely such individuals will gain a charitable sponsor or otherwise find the chance to make their dreams a reality. Never again will your cultural development be restricted to the educated or the social elite - and what better way to ensure your culture never goes stale?

- Monuments For The Ages (600CP, discounted for Culture)

The 'Wonders Of The World' all have a few things in common: they were built by people that, one way or another, wanted to leave their mark on history, and each is truly *unique*. One thing is certain: your people have no intention to settle for second place.
Your society has a particular talent at creating grand, ambitious creations, both in terms of personal creations and especially for any large-scale constructions and architecture. Furthermore, anything your people build that is one-of-a-kind becomes impossible to recreate or

copy by others except as a pale imitation. Even perfect replicas will always evoke the sense that the original - *your* - original is somehow more inspiring.

MISCELLANEOUS PERKS

- Strong Leadership (Free for all)

One could say a civilization is only as capable as its leadership. This Perk grants you the opportunity to stay in a position of power for your nation, regardless of its government structure. As a result, you will continue to have some degree of influence over how your civilization develops... should you wish it, anyway.
The most basic example would, obviously, be that of making you a king or queen. Still, should your civilization reshape itself into, for example, a representative democracy, you would have the guarantee of a high position in the new government, potentially even as high up as the prime minister or president.
You will not age and none of your subjects will question your continued longevity or rule. Likewise, although this work does not protect you from harm, be it violence, disease, or other detrimental consequences of life, you will slowly recover from any such maladies and even death - effectively manifesting yourself anew in your (current) capital city shortly after your demise. This means you will not fail this jump or end your chain so long as your nation stands strong, regardless of what happens to you personally.
This Perk only functions so long as your civilization remains at least partially independent from others (i.e. your nation is not conquered militarily, culturally eclipsed, or otherwise falls victim to such disasters). The effects of this Perk are not mandatory and you are not required to rule your nation in any way if you prefer to, for example, just live an ordinary life for part or all of your stay, though abandoning your duties has no impact on your victory or loss conditions.
This Perk has no effect outside of this jump, and it does not cancel out other failure criteria (most commonly death, though others might also apply) from a supplemented jump during that jump's time period, should you use the Supplement Mode available later in this document.

- National Talent (50CP per purchase, one free for all)

Though each civilization will likely develop the same techniques to some extent - pottery, animal taming and written language are fairly universal - that doesn't mean all such civilizations take the same approach. Some are a bit better, some are a bit worse… and some turned their unique way to face the challenges of the world into an advantage great enough to remain famous decades or even centuries after they were first used. With each purchase, your civilization gains a uniquely effective improvement over one type of military unit, semi-common structure or aspect of society. For example, the incredible military skills of the Mongolian *Khans* eclipsed even the greatest ordinary generals of the age, and the Dutch *Polders* remain one of the greatest ways to turn marshland into fertile fields ideal for valuable cash crops. Depending on your choice of talent, some or all of its benefits may be unavailable until your society has advanced sufficiently - a uniquely powerful airplane such as the B52 or Zero isn't going to be built by a nation that hasn't even mastered writing or ironworking, after all.

- Trailblazers (100CP)

Some think the world ends at the horizon. Others feel that the unknown is where the fun begins, and your civilization definitely leans towards that second option. From scouting out new terrain to long ocean voyages in search of new lands, your people are fantastically adept explorers. As a result, they can more easily travel through rough terrain, have an amazing sense of direction, and are unmatched in finding the shortest or safest routes between any two points.

- Lessons Of The Past (100CP)

Not all who came before you are still around, but just because the past is dead doesn't mean you can't still learn from it. Your people have a particular connection to history, making them unusually lucky when it comes to finding ancient ruins or archeological sites. Your nation is likewise very capable when it comes to *using* said history, whether it's building monuments and historical sites or stealing artifacts for your museums back home.

- Upon The Waves (200CP)

Though most nations are considered great (or small) by the amount of land under their control, the vast waters of the seas and oceans should not be discounted. Your people are natural sailors and navigators, fishermen and divers, and few children grow up without water in their life. As a result, your people can travel faster and farther by sea, and your civilization is similarly capable of getting more output from fishing and other sea resources. From pearls and crab meat at the markets to oil rigs fuelling your industry, there are few bounties in the sea that your people can't use easily and effectively.

- Bread And Circuses (200CP)

A successful civilization has to rely on a united and driven people. Public discontent, civil unrest or outright rebellions can bring even the most powerful empires to their knees, so maintaining morale among your subjects is vital. Your people are capable of finding joy in even harsh situations, and are particularly good at finding ways to entertain themselves. As a result, your civilization will enjoy a higher degree of overall happiness, and any means you employ to bolster this happiness (such as establishing colossea for games and public plays or holding parades to instill pride in your populace) will be easier and cheaper to implement.

- Exploitation (200CP)

Making use of the natural world is vital to creating a thriving society - you won't get far without productive farms or effective use of iron mines, for example. But there's an art to getting the most out of your territory… and your people have mastered it. With each purchase, your subjects become uniquely talented at using a single type of terrain improvement (such as plantations or trading posts) or a single type of terrain (such as forests or deserts). This could simply be an overall increase in productivity (farms producing slightly more food), but it could just as easily represent your people finding a secondary use for such places, like using special wood types for trade or art and consequently boosting your society's tax revenue or cultural depth with every logging area and lumber mill.

- A Nation Of Builders (400CP)

It's hard work, building a society - literally, in some cases. From logging to architecture and ironworking to militarisation, little gets done without someone, somewhere, putting in the effort. In your society, that 'someone' might more accurately be described as 'everyone'. Your people are naturally industrious and hard-working, and are both willing and able to push their productivity to the limit. Be it hand-crafted items, directing slaves in construction work or large scale industrial automation, your people can make more, faster, without sacrificing other aspects of their lives.

- Gilded Fingers (400CP)

Wealth is both a means and an end, and although money doesn't solve all of life's woes, it *is* critical to creating a powerful civilization. With this Perk, your civilization becomes highly skilled at just about everything involving the clinking of coins, from commerce to taxes and investments to interest.

This is not so much making a lot of money - rather, your people are highly adept at using their financial resources in the way they do the most good. Moneylenders gave way to banks, new forms of investment gave rise to economic powerhouses like the *Vereenigde Oost Indische Compagnie,* and so too will your civilization be at the forefront of economic and financial innovation. Furthermore, your people's financial insight also covers how to create robust yet flexible economies, letting your society recognise long term consequences as easily as short term gains. Avoiding 'bubbles' like over-enthusiastic tulip trading or real estate bookkeeping can be as important as bringing in the taxes on time… possibly even more so, especially for larger and powerful nations.

- Freedom And Opportunity (400CP)

Through innovation and economic cunning do economically liberal societies better themselves - not through direct action from the government, but by allowing each individual the chance to excel and reap the just rewards for their successes. With this Perk, you exert a continuous influence on those around you, shaping your society into an idealized form of capitalism. More than that, you'll also easily eliminate or outright prevent the kind of amoral excesses many of these societies have come to exhibit; there will be no risk of unfair exploitation or monopolies, nor will greed or corporate influence and money lead to corruption or self-destructive tendencies out of short-sighted egoism. Through your inspiring example, you will lead others into a future where success is truly the result of one's skills and drive, where everyone can truly pursue their dreams.

- United In A Common Purpose (400CP)

Dedicated effort by an entire people can bring about wonders no single individual can hope to achieve. When all stand together, a world of peace and prosperity *can* be achieved, and you can show the world the way. With this Perk, those around you will find themselves sharing a common cause, slowly transforming into a society that works towards achieving a Communist or Socialist utopia. Through the creation of a strong government guided by the will of the people, your people can fully embrace the fact that the common classes are not exploitable or unimportant, but rather respected as the foundation upon which a nation is built. More than that, you can also easily prevent or eliminate many of the woes that plagued socialist nations in

modern time, such as economic mismanagement, famines or tyrannical oppression. For a people united and working towards a common goal, it is truly possible to build miracles.

- Strength Through Hierarchy (400CP)

A nation is only as strong as its leader; a facet reflected in countless other facets of society. The most capable individuals must rise to the top, and through you your people will find it in themselves to do just that. With this Perk those around you will naturally gravitate towards whatever role they are most suited for in terms of talent, skill and disposition, slowly reshaping your society into an idealized form of Autocracy. With a strong hierarchy directed by the finest men and women of a nation, greatness is a foregone conclusion, whether you seek it through art and culture, military conquest, or some other method. Furthermore, you can easily ensure that this society develops without many of the negative aspects seen in the most (in)famous Autocratic nations in modern history, such as a need - or even desire - for an 'enemy' to rally against or dehumanize, the abuse of power by rulers consumed by megalomania, or the reliance of propaganda and outright lies to control the population. All that's truly needed is a justified pride in one's own abilities, an appropriate adoration of your betters, and a feeling of responsibility and duty towards those beneath your station.

RELIGION

From Hinduism to Christianity and Shinto to Islam, religious philosophies have had a profound impact on people's lives for as long as human civilization has existed. Creating a religion of your own can be a powerful way to expand your influence, accrue greater personal power, or simply spread certain ethical, political or other such beliefs to the rest of the planet.
It is worth noting that although this section will discuss things in terms of theistic faith, this is not a hard requirement; any philosophy that has a similar impact on people's lives and is not bound to a particular nation is a suitable option here, even agnostic or atheist ones. Generally speaking, most valid choices will be incompatible with any other major religious belief, much like there aren't many who are both a faithful Buddhist *and* a faithful Catholic at the same time, though rare exceptions do exist.
All purchases in this section require 'One Faith For All'.

- One Faith For All (200CP)

With this purchase, your capital city becomes the founding site of a brand new religion, and will be considered a 'Holy City' or the equivalent to its adherents. The majority of your society will be members of this religion, though how active each person is will vary between individuals as normal and not everyone is converted to its beliefs just yet. It will slowly spread to others through exposure, though active attempts at spreading these beliefs, for example using missionaries, can speed this up. Of course, those who already follow a different belief system will be more resistant to this, requiring greater effort to convert… assuming that's your goal, anyway. Likewise, your religion's followers can lose their faith or be converted in a similar manner.

Your religion will provide some minor benefits to its followers, such as greater happiness in life or a more disciplined work ethic, though ultimately its exact teachings are up to you. Examples of religious effects are given in the Notes section, should you need inspiration.
You may also import an existing philosophy or religion you've encountered previously in your chain at no additional cost, rather than creating a new one entirely. Likewise, each time you arrive in a new jump you may make this choice anew, changing it to a different new or existing faith if you wish or keeping as it was before.

- Glory To The Faithful (Free)

Although this section provides a number of improvements unique to religion, one could argue religions are connected to many other facets of life as well. You may freely choose one or more of your Perks, Wonders, or other such purchases from this jump which normally apply particular advantages to your civilization, and have the benefits apply to all who follow your religion instead. This could potentially spread its benefits much farther without the need to conquer or otherwise annex territories… but without direct control over who exactly benefits, it could also mean a risk of rival societies using these boons against you.

- Philosophical Enlightenment (100CP, free for Science)

Knowledge and wisdom are two different things… but those who know nothing rarely find enlightenment. Your religion affords an unusually great respect towards scholars and scientists, and is founded on a principle of integrating new insights. As a result, your religion easily adapts to any new technologies or worldly knowledge gained by the people of this world, incorporating such changes in its teachings with little difficulty. Indeed, if anything this can even stoke greater piety in its adherents when particularly great breakthroughs are made by those following its teachings.

- Popular Teachings (100CP, free for Culture)

Any priest can preach to the flock, but your religion does something more: it truly *resonates* with people. While a faith can be spread by actively sending missionaries and other religious figures to convert a population, most people will be introduced to its teachings through word of mouth. Friends, family, and other local connections can all create a religious 'pressure', and many will come to share the beliefs of the majority. Through a more moving and engaging manner of faith, your religion will spread more easily in this manner, giving it a crucial edge over rival philosophies. With a great enough difference, it's even possible to muscle out or nearly eliminate smaller religions entirely… though doing so will require a substantial amount of time without a truly overwhelming numbers advantage.

- Wisdom And Insight (100CP, free for Diplomacy)

Let none claim your religion is filled with bull-headed fanatics or dogmatic extremists. Those who follow your faith now greatly value the ability to understand others even if - or especially when - they do not share their beliefs. This ability to empathize with non-believers makes your followers more liked overall and ensures it's far easier to coexist with other faiths… though it likely also means active attempts to convert others (for example by sending missionaries to their lands) are more effective, should more *direct* efforts be deemed necessary to spread your faith.

- Might Of The Faithful (100CP, free for Military)

Through faith one needs not fear, and a higher purpose can bolster every soldier on the battlefield. Your religion is no stranger to violence, and through its teachings comes a great sense of unity in war. Those who deny your religion will find themselves more easily dispatched by your faithful. In contrast, fighting between those who *do* share its teachings is more likely to result in reduced overall injuries and deaths, your shared philosophy making surrendering to a similar-minded opponent more likely instead.

- God-King (50CP)

Though your capital might become the founding site of a great religion, this doesn't ordinarily grant you any *personal* benefit. That changes with this upgrade; you will now be (or soon become) a major religious figure, similar to - for example - the various saints found in Christianity or the religious power bestowed upon the Pharaohs of ancient Egypt. This will grant you a much larger degree of personal power and influence anywhere you are among the faithful. You'll also more easily combine religious and political influence within your nation, even compared to other nations in history where political power has been held by the religious elite.

- Fervent Achievement (50CP)

Though faith can (metaphorically) move mountains, its impact is usually a slow and steady process. But not always - and your religion is particularly prone to sudden bursts of exceptional activity. Whether it's funding and constructing a beautiful cathedral, recruiting pious warriors to bolster your latest military campaign, or finding the most brilliant artist who might otherwise go undiscovered, these acts of religious duty tend to be remarkably powerful in the grand scheme of things (not to mention helpful to your goals at the time). The downside, of course, is that such sudden heights of effort are fairly rare - they typically happen perhaps once in a generation, if that. You don't start a crusade every other month, after all...

- Religious Architecture (50CP per purchase)

For many religions, central gathering sites are core to practicing or sharing their beliefs. From ancient landmarks like Stonehenge to widespread structures like mosques and pagodas, many a region's dominant faith can be identified from its greatest works of construction. With each purchase of this upgrade, your religion gains a single building or other structure unique to this philosophy. It will provide a handful of minor benefits to the nearby areas and population, such as greater happiness or increased tax revenue, and will also inspire greater faith in its visitors. Your capital city gains one such structure for free, and your Civilization (and others) might erect additional such structures as your religion expands and its followers are inspired to works of piety.

- Underground Communities (100CP)

Religious tolerance has been rare throughout much of human history. Many times, conflicting faiths have resulted in forced conversions, inquisitorial witch hunts, and outright extermination of the offending party. Yet it's not so easy to destroy an idea. With this purchase, those who follow your teachings are more talented when it comes to doing so without showing it; from

underground sects gathering in secret to outwardly showing the expected behavior yet teaching their children your truth instead, it is far more difficult for those seeking to bar or even eliminate your religion by force to do so.

- Religious Servitude (100CP per purchase)

Through piety can great things be achieved, and why shouldn't the faith benefit from a productive flock? With each purchase, your religion's followers become a little more successful in some aspect of their lives, and will use this added benefit to aid either the religion itself or another aspect of society you choose. For example, your faith might inspire its followers with greater financial acumen, providing its religious organizations (such as temples or religious leaders) with additional income that grows along with the number of followers.

- Clarity Of Purpose (150CP)

Your faith is truth, its adherents certain, its teachings known in full with no need for convoluted interpretations and no self-contradictions within its texts. The lessons taught by your faith are truly clear, even to the novice and the uneducated.
As a result, doubt or uncertainty about its tenets are far less common among those who follow your religion, making it much harder for other philosophies to convert your faithful or assimilate its beliefs into their own. The words of missionaries will be more easily ignored, and its values and teachings are less likely to drift or be corrupted over time, and the clear message of your religion also makes it extremely unlikely for any schisms to occur within its ranks. Though worship may be a very personal and hence individually different matter, the formation of extremist sects or more large-scale divisions like the rift between Catholicism and Protestantism in Christianity or the Sunni-Shia rift in Islam will not be an issue for your religion.

INFRASTRUCTURE

Although ensuring your people have the talent and potential to excel may be the most obvious way to greatness, there's a wide variety of more mundane advantages you could opt for. From valuable natural resources to pre-built structures, this is the place to get your society a well-founded start. Should you choose infrastructure options that are too advanced for your current time in this jump, they will be adjusted to fit in with their current time at a modest reduction in effectiveness. For example, a radio station in the ‘classical era’ might instead take the form of a long-distance courier or messenger network, which will transform into a radio-based service once your society masters electricity and radio waves.
You may freely import similar structures or other assets you already possess from other jumps into purchased options, at no additional cost.
Because most societies were founded in locations with certain advantages or people with particular talents, you receive a **250CP** stipend that may be used to purchase assets from this section.

- Palace (One free for all)

The Palace forms the beating heart of your civilization's government and rulership, whether it takes the form of a sprawling estate for its ruler and their entourage, a beautiful structure in the

heart of your capital, or even a foreboding fortress from where your servants terrorize the region, no Civilization worth the name comes without it. You gain a palace of your own from which you can rule your subjects, which will automatically adjust based on your preferences and the nature of your civilization's society. It makes your capital city just that bit more productive, influential, and so on, though it's no substitute for more dedicated facilities or organizations. It's primarily the seat of your government, after all, not a factory or a school.

- It's A Wonderful World (Variable cost)

Some creations are so great they are still talked about or seen centuries or even millennia after their creators have passed. Collectively known simply as 'Wonders', the grandest architectural achievements can inspire its people or affect change in the wider world beyond anything a mere leader or policy can accomplish. Including such marvels as the Great Pyramids, Angkor Wat or the Eiffel Tower, your civilization has now built a similar kind of grand structure. You may choose to have one or more minor benefits in addition to this primary effect, though this will (generally) have little impact on its overall benefits to your society. Alternatively, you may spread your benefit more evenly over multiple goals - use the list of examples linked in the Notes to get an estimate of the total power allowed per purchased level.

For 50CP, your Wonder inspires the city it is built in and the surrounding region with a notable benefit, such as increased cultural creativity, greater religious fervor, or a place of learning that attracts the greatest geniuses of the era. You may also choose to gain a more potent one-time benefit instead, such as a brief societal upheaval resulting in great social development, a marvel of engineering leading to a technological breakthrough that might have taken decades to develop for a society without its grand example.

For 100CP, your Wonder instead bolsters your entire civilization through an effect that remains roughly equivalent in potency regardless of how large your territory or population is. Examples here could include a mighty harbor that fosters increased interest and talent at travel by sea to increase how far your nation's ships (civilian or military) can journey in a given time span, or a legendary intelligence headquarters that allows your spies to more easily out-maneuver your rivals'.

Finally, for 150CP your Wonder might grant a benefit to your civilization that scales in proportion to (for example) its size, population, power or influence - or even that of your enemies. Examples here include making all citizens of a certain class (such as farmers or merchants) more productive at their jobs, permanently increasing the effectiveness or reducing the costs of all government buildings of a certain type (such as schools or military fortifications), or granting every major city in your empire a free additional structure.

In case you need further suggestions or inspiration, information on Wonders in Civilization V and their effects are provided in the Notes. You are not limited to these options - these are merely suggestions. Also, do note that losing whatever region your Wonder is built in usually means losing its benefits as well - and rivals may target them for just this reason.

- Excellence (50CP per purchase)

Though making use of natural resources is a core necessity of civilized life, not all ways of doing so are made equal. With each purchase, you gain a powerful local piece of infrastructure similar to those found in the game. Examples include vast academic schools that gather more knowledge than many educated cities, massive holy sites that draw the faithful from countless miles away, trading headquarters where every good imaginable is for sale, and so on. You are not limited to Great Improvements seen in the game, though - perhaps you'd like a grand school of art or an incredible high-productivity farm region instead?
This purchase can also be combined with *Natural Bounty* below to create, for example, an extensive industrial center around a rich copper mine.

- Splendor (50CP per purchase)

Beginning your time here in the earliest settlements of known history sounds fine on paper… but starting in a place that's little more than wooden huts with no flushable toilets, television shows or takeaway restaurants can still be trying at times. And though you might have to wait a considerable time before some or all of those are developed, you *can* get a head start on some decent city facilities with this option. Each purchase grants you a certain type of city facility, organization, or other form of established regional service, grouped broadly in one of several choices outlined below. Through their example you'll also find similar assets just a bit more effective and just a bit easier to build in any other settlements your people establish, so don't feel like a simple library or granary is going to be worthless in the long run because you'll just build a dozen more. Additional purchases from the same group are discounted, though you may only buy up to a maximum of three assets per group.

The first option revolves around any kind of structure that benefits your overall population side. Enhancing the amount of food available through granaries or wheat grinding watermills would fit here, as would clean water supplies and healthcare services.
The second option provides education and intellectual services to your population. From the humble public libraries of old to the most advanced scientific labs in use today, any service that benefits your people's overall literacy, education, and scientific acumen belongs to this group.
Third, you may gain cultural assets and touristic infrastructure. Public avenues to perform or display creative works, hotels for visiting travelers, and large-scale entertainment industries might all be found here.
Your fourth choice is city infrastructure dealing with ocean travel and coastline management. Lighthouses, harbor facilities, and shipyards are all part of this group, and can be vital investments for any society seeking to tame the seas.

Fifth, you may choose to focus on military and defensive infrastructure. From training grounds and weapon depots to the classic 'city walls' that once made settlements into near-impenetrable fortresses, these assets are all aimed at making your civilization harder to fight - be it defensively or on the offense.
Your sixth option is your industrial power. To build a civilization, it's necessary to *build*, and this upgrade grants your city various kinds of workshops, factories, or even nuclear power to enhance their total productivity.

Seventh is the choice to enhance your economic power. All services and facilities dedicated to handling money can be found here, including but not limited to trade headquarters, mints and the vast financial power of the stock exchange.
The eighth and final group deals with maintaining a happy, obedient populace. Entertainment ranging from festival grounds to zoos are all covered here, as are law enforcement facilities such as the police corps and courthouses.

- Natural Bounty (100CP per purchase)

A basic farm or mine can be put in many places, but sometimes a civilization is blessed with access to unique and valuable resources that make these especially worthwhile. With each purchase, your capital city gains a nearby deposit of gemstones, rich veins of gold or iron, fertile ground covered with exotic spices, tamable herds of wild horses or even elephants, or a similar kind of natural benefit. Your people can also more easily find resources of your chosen type as they colonize new territories, owing to their great familiarity.
Though the exact benefits will vary from resource to resource, your civilization will typically find a benefit in fielding certain types of military forces (such as cavalry), providing more varied and luxurious goods to your populace to bolster their overall happiness, or greater opportunities for international trade. Use these advantages wisely, and your civilization can grow far indeed.

- A Place Of Wonder (100CP per purchase)

Representing a truly unique location on the planet, each purchase of this option places a one-of-a-kind 'Natural Wonder' near your capital city. This could be an existing location (or one based on such) like the vast wealth of the Cerro De Potosi silver mine, the beauty and religiously inspiring serenity of Mount Sinai, or a comparably epic site of your own choosing or design. Even one of these incredible sites can provide great benefits to whichever nation holds them in its borders, so make sure it's well-protected.

COMPANIONS AND FOLLOWERS

A society is built by its people… so why not get some competent subjects to get your nation-building off to a good start?

- A Council Of Kings (Variable cost)

With this option, you may import existing Companions or create new ones according to your wishes. Creating a trusted council of advisors is free, though Companions such as these do not receive any CP to spend and gain no additional purchases other than their own variant of ‘Strong Leadership’.
Alternatively, you may instead pay 300CP per Companion or 1500CP for eight at once to make them a small faction in their own right, similar to how ‘Puppet Cities’ are depicted in the game. Though not under your direct leadership, they are nonetheless wholly loyal to your cause (assuming you don’t somehow drive them away), and will be governed by your Companions much like you govern your own civilization.
Each Companion granted such benefits receives their own major center of civilization and surrounding territory not unlike your civilization’s capital (though likely somewhat less grand), as

well as a Society Archetype and 300CP to spend. They may take Drawbacks for additional CP out of *Primitives*, *Isolated*, *Market Saturation*, *Depletion*, *Unruly*, *Penniless*, *Singular Greatness*, *Spirit Of The Nation* and *Loathed*. Each Companion granted their own domain requires an additional tier of the 'Rural' Drawback, though you still receive full points. As you and your Companions' nation(s) are effectively a proto-federation or other form of power bloc, you share in the success if one of you succeeds in a victory condition. Likewise, failure conditions only trigger if they apply to all of your (remaining) societies at once.
You may freely share CP with either form of Companions if you wish.
This option also allows you to leave purchased slots 'open' to recruit individuals you meet during your time here. They receive their discounts and CP stipend the moment they accept to become your Companion, and you may ask any number of people until a suitable number accepts your offer(s). In the case of the more powerful or reluctant leaders, you may want to consider options such as diplomatic marriage or just good old fashioned conquest to convince them of your worthiness.

- The Foundation (25CP per purchase)

The hard-working, underappreciated core of any society, these are the men and women who make a nation powerful. Not through individual excellence or legendary acts, but simply because they do the jobs that need doing, when they need doing, even when it's not glamorous. With each purchase, you receive a sizable group of servants from one of several broad categories, each of which requires no pay or other upkeep and each of which is replaced if killed or otherwise lost in the time it would have taken your capital city to train a new group, or after one year in future jumps.
The first choice here are laborers, masons, and other such workers who handle your nation's terrestrial infrastructure. These are the men and women who are charged with building or repairing roads, establishing industries such as lumber mills and copper mines, or clearing wild terrain for later seeding with valuable crops to establish farms or plantations.
The second choice are fishermen, oceanic surveyors and harbormen who find the best fishing grounds, establish port logistics to maintain a steady supply chain, or even construct oil rigs on top of marine oil deposits. These groups are invaluable for any civilization looking to exploit marine resources, and with enough effort they can completely restructure coastline economies for the better.
Finally, you could gain the services of merchants, caravan masters, messengers and cargo captains. Just about everyone who's needed to establish and run long-distance trade routes or cargo transfers is covered here, from bartering the goods themselves to breeding suitable animals for traveling across desert or arctic terrain or even setting up customs and arranging for contacts across trade partners.

- Spears, Cavalry And Guided Missiles (50CP per purchase)

A nation needs the power to defend itself. Or maybe you're planning to do a bit of conquest? With each purchase, this option grants you one squadron of military forces, which does not require pay or maintenance. This will initially be a band of basic warriors, but since a group of burly men with clubs isn't going to get you all that far you may freely upgrade this force as your civilization's technologies and other developments allow. If killed or simply retired, you will

receive a replacement in the amount of time it would have taken your capital to train, equip, and otherwise prepare such a force for battle, or after one year in future jumps.

- Clever And Cunning (50CP per purchase)

Representing teams of highly educated individuals, these servants have at times been trained from birth for the roles they would occupy in their society later on in life. Regardless of whether this is the case in your civilization, each purchase grants you the necessary staff to employ and support a potent espionage group, diplomatic envoy, or archeological research team. Like other followers they need no pay or other upkeep (not even for the most extravagant parties or over-equipped exploration journeys), and are replaced in the time it would have taken your capital city to train a new group, or after one year in future jumps, if they are ever killed or otherwise lost. Their benefits are less immediately obvious than, say, those of a tank battalion, but they can provide an incredible, long-lasting, and frequently subtle advantage to their home nation.

- Servants Of The Faith (50CP per purchase, requires 'One Faith For All')

Representing the most devout and capable of a religion's followers, these are the men and women who have tasked themselves with spreading the word of your faith… or eliminate those seeking to lead your faithful astray. Each purchase grants you a group of Missionaries or Inquisitors (or their closest equivalent for your religion), who stand ready to safeguard your doctrinal superiority. Once they have completed their sermonizing missions or were otherwise lost, you will receive a free replacement in the amount of time it would have taken your capital to drive a new such group to religious fervor or after one year in future jumps.

- Once In A Generation (100CP per purchase)

Some individuals achieve an impact on society - or even the world - that surpass anything ordinary men and women could hope for. From writers whose greatest works continue to be read for centuries to scientists revolutionizing science with brilliant breakthroughs, these 'Great Persons' can propel a society to the forefront of global progress seemingly on their own.
With each purchase, you gain the support of a single Great Person of your choice, and are guaranteed to gain the aid of another such incredible individual once per 'era' or when you arrive in a new jump. Alternatively, you and/or your Companions may purchase this option as a personal ability, granting you the talent necessary to achieve a similar level of impact.

Great Scientists (discounted for Science) such as Nikola Tesla push the bounds of knowledge, assuring vast technological advancements or even teaching a new generation of scholars. Though putting their brilliant ideas into practice can take a lot of time and effort, their insights are invaluable to any civilization hoping to achieve the status of world power.

Great Engineers (discounted for Science) such as James Watt grant great leaps forward in terms of industrial progress. The practical counterpart to the scientist's theoretical knowledge, Great Engineers can achieve incredible feats of construction or establish new industrial powerhouses seemingly overnight.

Great Merchants (discounted for Diplomacy) such as Giovanni De Medici are masters of creating and exploiting new markets. None can match their ability to accrue vast wealth in a short period of time, establishing their home country as a potent international trade partner.

Great Prophets (discounted for Diplomacy) such as Mohammad are the founders and greatest emissaries of a religion. They are the ones sanctifying holy relics or religious sites, and can inspire the masses to incredible piety even in areas (formerly) in the grip of a different faith. Great Prophets require *One Faith For All.*

Great Writers, Artists and Musicians (all discounted for Culture) are the greatest creative minds of a generation. From epic storytellers like Homer to creative pioneers such as Pablo Picasso and Elvis Presley, society shapes and reshapes itself through self-expression - and these men and women lead the way while showing the whole works what your people are capable of.

Great Generals such as Belisarius and Great Admirals such as Zheng He (both discounted for Military) are masters of the battlefield - either on land or on the seas. Their leadership skills and tactical insights ensure much improved combat prowess of any troops under their command, and they can often be found at the front of the greatest military campaigns in history.

SUPPLEMENT MODE

This jump document is based on the assumption that you'll be creating your civilization using ordinary humans on an ordinary Earth, or at least something very similar. But just because that's the default doesn't mean there aren't other societies out there that an enterprising Jumper might want to found, guide, or conquer.

By using the Supplement Mode, you combine this jump with a jump from another setting or franchise, and placing you into a similar position of power and influence in whatever setting you're supplementing. You will gain no unusual advantages or disadvantages as a result of this change, though details such as your race, political status, and so on may all be tweaked to fit in with the setting; if the supplemented jump offers a mandatory choice where some options are mutually exclusive with your civilization, you should consider suitable choices to be required. For example, a sci-fi setting might offer various alien races for your background - in this case your chosen race and the homeworld of your civilization must be a match.
Building your civilization in a different setting will not make any of the victory conditions easier (or more difficult). If a setting somehow makes any of the victory conditions easier or more difficult due to the nature of the setting itself, they are suitably adjusted. For example, the entire world already being united under a single leader would make a Military victory through conquest effectively impossible; this might result in the sudden fracturing of this society into a number of smaller rival factions. Likewise, building your civilization in a setting where spaceflight is commonplace or very easily developed - or conversely completely impossible - might require you to achieve a different technological breakthrough for a Science victory, such as achieving biological immortality, functional time travel, or a similar kind of near-insurmountable technological advantage over your would-be peers.

Beyond that, the setting will always be adjusted such that the underlying rules of this jump are still maintained: at least a dozen major powers must exist, each of which has roughly equivalent chances of becoming the greatest global superpower given sufficient time and effort.

You may use the Supplement Mode to visit fan-made settings or variants of settings, as well as settings that don't (yet) have a jump made for them. You may *not* supplement any jump or franchise that is already focused on building a civilization in any way, such as Alpha Centauri or Stellaris. You may likewise not supplement this jump to a Gauntlet. You are allowed to use the Supplement Mode multiple times if you wish, but will only receive the base CP allotment the first time - after that, you'll have to get more points through taking Drawbacks.

Supplementing a different jump can be done in two ways. In both cases, you may not end your time in this jump until you've met the ending criteria for *both* jumps - a victory condition for Civilization V, and usually a time limit of ten years for most other jumps. Perks, Drawbacks, and other aspects of the supplemented jump do not come into effect until you reach the starting date of the supplemented jump, and Drawbacks from this jump likewise come to an end after you've reached the end of said jump (even if you may not yet leave due to still needing to achieve a victory condition for Civilization V).

First, you may start in the early history of your chosen setting, and must build up your society from a humble beginning in your setting's historical equivalent of 4000 B.C. Circumstances will conspire in such a way that the supplemented jump's story still comes to pass, though the world itself may be vastly changed as a consequence of your actions and some or all details may be greatly different.

Your second option is to start at the starting date of the supplemented jump, at which point you will rise to a position of power and may shape society from there on. This option obviously causes far fewer (initial) changes to the setting, but will usually have a much greater impact on how victory conditions are adapted to the new setting.

To give an example of how this might work: you could supplement this jump to Quicksilver's original *Mass Effect* jump. You decide to be a Turian, and would begin your time in this setting some millennia before the start of Mass Effect. You would start on the Turian homeworld of Palaven, though circumstances might lead you to be at your starting location for the Mass Effect jump once the time for this jump begins. Your goal would be to build a powerful Turian society, uniting all of Palaven through military prowess, cultural influence, or whatever other means you decide. The presence of Element Zero and its use in spaceflight means a different breakthrough is needed for a Science victory, though most other victory conditions would be largely unchanged. Becoming the first Primarch of Palaven would be a good indicator of your success, though not necessary.
The Reaper crisis will still occur, though details might differ based on your actions. The First Contact War with humanity might occur differently or even be prevented entirely, for example, leading to much different interactions between the Turians and humanity. You might likewise

take far different approaches when dealing with the Asari, Salarians, or other races of Mass Effect, which could similarly change the galaxy by the time Commander Shepard begins their adventures.
Regardless of your actions, your time in this setting lasts until at least the end of the Mass Effect jump in 2191, assuming of course your society doesn't collapse and you don't get killed while fighting the Reapers.

DRAWBACKS

If you want additional CP, or you just wish to make your time here more challenging or dangerous, you may take Drawbacks for additional points. There is no limit to the number of Drawbacks you can take, though remember: history is written by the *winners*. Drawbacks don't affect your rivals, only you.

- One… More… Turn... (+0CP)

Why leave at the moment of your triumph? One more turn, one more year, one more century couldn't hurt, right? This toggle allows you to extend your stay in this jump, with no upper limit. You do not need to choose your ending date ahead of time, so don't feel pressured to stick to a plan made centuries or even millennia before this becomes relevant. Enjoy, and see where your society might take you into the future.

- Catch Up (Variable bonus up to a maximum of +400CP)

Normally, all major civilizations on the planet would be founded at roughly the same time. No more. For every 50 bonus CP you gain from this Drawback, all rival civilisations will get a 'head start' of roughly two centuries. As a result, they'll have a greater population, more territory and technological insights, and are just overall more advanced in a variety of ways. Can you achieve greatness even after 'joining late'?

- Distant Splendor (Variable bonus, up to a maximum of +400CP)

There is greatness in many things… and now, your rival civilizations have gained a considerable number of advantages of their very own. This Drawback provides you with up to +400CP worth of additional points… but it grants all other major civilizations a number of Wonders, additional resources, or other such advantages as if they had spent one-and-a-half times the additional CP you choose to gain. Not every civilization needs to get the same benefits - each will always gain advantages suited to their society's overall goals and means to achieve them. Militaristic societies might gain more potent armies, diplomatic ones might gain enhanced economic power or additional spies, and so on.
Alternatively, you may instead have only one civilization gain such boons instead of all your rivals… but this one civilization will gain *four* times the bonus CP you do.

- Primitives (+100CP)

Violent, uncultured, backwards *savages*. Many are the claims that so-called 'barbarians' are beneath any true civilization, mere remnants of the past too foolish to embrace the future. But that doesn't mean they're harmless - far from it. Unless they're immediately stamped out, the

presence of hostile tribes, military deserters and other such country-less scoundrels can wreak utter havoc on a civilization. Now, you seem to suffer near constant trouble from these malcontents. Farms are raided until there's nothing left but ashes, roads get blockaded for 'taxation', pirates hunt down your merchant fleet or lay waste to your coastal infrastructure… if you want to keep your lands any kind of secure, you'll want to keep an eye on them - and make sure to leave a decent military force at home to stamp out any of these rebellious thugs.

- A Wild World (+100CP)

Rocks refuse to yield under your picks. Trees and other plants tangle into wild, impassible thickets few loggers can match. And the less said about wild animals the better.
The world beyond your cities is wild and untamed, and beating it into submission will take considerably more effort. From farmland to railroads, pretty much any kind of terrain alterations your people attempt will take double the time and resources they normally would.

- Isolated (+100CP)

Oh, the untamed frontier, vast, empty expanses just waiting to be settled by adventurous pioneers… except they're all very, very far away. *Your* region seems to be rather isolated for some reason, preventing easy access to surrounding areas. It might be vast mountain ranges that prevent all but the most determined from traveling across them, or maybe you're stuck on a small island with no expansion prospects this side of a long ocean journey. Whatever the case may be, it'll take considerably more time and effort before your people get to move into the rest of the world… and your rivals probably won't be waiting for you to finally arrive, either.

- Market Saturation (+100CP)

Whatever you've got to offer, they don't want it. Or maybe they do, but they've already bought it somewhere else. Whatever the case may be, you'll find it far more difficult to set up any kind of international trade. Harbors and caravan posts go largely unused, and let's not even *start* on your bazaars. You'd better hope your economy is self-sufficient enough to stand on its own...

- Depletion (+100CP)

Make use of the resources available to you, or be left behind by those more industrious. This is doubly true for any hard-to-find critical materials… and that's where the problems begin. You see, your civilization can only get half as much benefit from commercially or strategically valuable resources, be it aluminum mines with poor quality ore, oyster banks yielding far fewer pearls than normal, or tamed horses that just can't seem to meet the criteria for creating mounted cavalry. You might want to rely more on less exotic materials, and don't trade away whatever resources you *do* get your hands on.

- Oratory Deficiency (+100CP)

Who says diplomacy is a dead end? It certainly seems there's a lot of negotiating going on! Sadly, the deals and laws agreed on by the world at large now seem to be detrimental to your efforts far more often than normal. Mandatory taxation on all active military forces right as you're getting ready to attack another civilization, the banning of various luxury goods right as you gain access to them, the list goes on. And no, you can't ignore them and just do your own thing.

Except for the diplomatic victory condition, it'll take your people twice the time and energy in back-room dealing, bribery, and other efforts to sway votes your way… and you'll definitely want to keep an eye on just what all the delegates are up to. Somehow, this even works when most civilizations haven't even mastered writing, let alone know of each other's existence.

- Indoctrination (+100CP)

Faith is such a beautiful thing… but when religions clash, it can be more terrible than anything mankind might do in conventional wars. Well, you'd better learn to disagree peacefully, because with this Drawback every other civilization already has a well-established faith of their own… one they'd very much like your people to share regardless of what *you* feel about such a thing. Worse, each of this religions somehow disagrees with (part of) your policies, meaning you'll either have to deal with zealots calling for your downfall, or put a lot more effort into spreading a religion more amenable to your rule.
Alternatively, you may instead have only one civilization found a religion before your arrival here… but this means it'll be far more widespread and influential as well.

- Unruly (+200CP)

Keep those Colosseums full, and probably spring for a few Circuses, Zoos, and plenty of luxury goods to go around… because your people are so, so easy to demoralize. Happiness is in short supply, and you'll want to prioritize meeting your population's entertainment needs before just about anything else - and that goes doubly for any territories you might think to conquer from your enemies. It's not an insurmountable issue by any means, but you might feel like your nation is twice the size it actually is when it comes to how many TV plays, squeaky toys, or bloodsport tournaments you need to provide to keep your subjects happy rather than rebelling.

- Penniless (+200CP)

Money makes the world go round, but in your civilization it apparently goes round a bit slower. It's much more difficult to make money for those within your borders, so you'll have to be very careful not to waste funds on things you don't truly need. With care and diligence you'll still be able to make ends meet as a society, but raising more than the absolute minimum in taxes will likely condemn increasingly large portions of your population to an existence well below the poverty line.

- Rural (+200CP)

Yep, that's what you are - compared to the other contenders to the prize, anyway. All major civilizations other than yours have already had some time to expand and settle more territory. As such, each time you take this Drawback your rivals start with an extra developed city and surrounding region, doubling (or tripling, etc.) their starting power and making it just that bit more difficult for you to expand.
Alternatively, you may limit this advantage to only a single civilization, but at the cost of granting this rival *three* additional settlements per tier instead of just one.
This Drawback grants only +100CP per tier after two purchases, and only +50CP per tier after five.

- Singular Greatness (+200CP)

Your capital might be (or become) the greatest city on the planet, its splendor unmatched and its power unsurpassed. But that'll be all you have, because it will be impossible to expand on your own or exert any direct control over cities or regions you acquire through other means. Although you can still install 'puppet regimes' that take their cues from you, you'll find it very difficult to achieve anything more than roughly pointing them in the right direction… and even a relatively small nation would likely need at least three or four such regional overlords. Do you think your civilization has what it takes to face the equivalent of Venice's 'single city challenge'?

- Spirit Of The Nation (+200CP)

Though your nation's throne might be majestic indeed, it will remain empty. Rather than becoming a leader who rules through decrees and commands, you instead become a shapeless, voiceless entity watching your civilization from afar. Your ability to alter your society is greatly reduced, manifesting mostly as inspiring groups through dreams and subconscious drives. You can only act throughout your own society, but you'll rarely deal with individuals at all. Your perspective is used almost entirely for a large-scale view of your nation, and you'll likewise find your thoughts and actions stretching over years at a time rather than handling single events or troubles… not unlike those of someone playing a game of civilization.

- Loathed (+300CP)

Ego aside, this time it really *is* all about you. Or rather, your civilization. It's not so much that people hate you, it's just… well, any time there's trouble, your people are usually involved. Any time you're fighting a war with another nation, other factions will be so eager to join in - and not on your side, obviously. Sometimes leaders resort to espionage or other 'dirty' tricks… and who better to sabotage than your people? He'll, don't be surprised if getting tangled up in international conflicts might see bitter rivals come together in sudden harmony, united by the chance to gang up on your nation instead.

In short, you're basically *the* preferred target for absolutely any and all hostile action from rival civilizations, and your foes will be reaching for just about any excuse to take you on. This is 'hard mode', Jumper, make no mistake.

- Vendetta (+300CP)

No two civilizations are alike… but no two people can coexist without comparing themselves to one another. There is a civilization out there that thinks itself your superior, and they've got the drive to prove it. They are exceedingly capable, ambitious, and benefit from a truly staggering rate of development - starting out at twice the size and power of any supposed peers and escalating from there. They also despise your people and everything they stand for, and will take any opportunity to bring your civilization to ruin.

This rival civilization is always the one that gains the advantage from any Drawbacks that benefit a single civilization.

- Armageddon (+300CP)

You knew it would come to this. The most terrifying, deadly weapons of the age, used with almost gleeful enthusiasm. Nuclear weapons become *vastly* easier to develop and use for your

enemies, and no treaties or defenses will be able to prevent their use or effectiveness. At least one rival civilization is guaranteed to reach the point where they can deploy such weapons of atomic death (though whether it's memetic Gandhi is another question), but don't assume you're safe while the world has yet to split the atom. A medieval society might lack the know-how to build a nuclear bomb, but a carefully released lethal plague makes for a perfectly serviceable WMD in its own right - and your rivals are just as likely to reach for such horrors as they would The Bomb.

- To Stand The Test Of Time (+300CP)

It's not enough to merely be the greatest. Your society should - nay, *must* - be the undisputed pinnacle of civilized life. Yours must remain the most powerful or influential nation on the planet (similar to the fifth victory condition) for at least one thousand continuous years. If any rivals or would-be peers surpass you on the global stage, even for just a single day, you'll have to start counting all over again.

- A Mundane World (+300CP)

A civilization is built through hard work and dedication - why take shortcuts with unfair powers like magic or super science? With this Drawback, you and your Companions (if any) lose all Perks, powers, equipment or other advantages you might have brought with you from other jumps, including access to your Warehouse. For all intents and purposes you are reduced to nothing but your Body Mod and whatever you purchase for this jump.

ENDING

You have triumphed, proving your mastery of nation-building in one way or another. Your people *did* achieve one of the victory conditions, did they not?

If not, or you're simply tired of Jumping altogether, you may choose to **go home**. You retain everything you acquired during your chain and return home to your reality of origin. The world may yet be reshaped through your efforts, but your days as a Jumper are over.

You may also choose to **stay here**, and take your civilization ever forward. Who knows what the future holds, and how your people will react to it? You'll spend the rest of your existence in this world, be it in the nation you've created or exploring what else can be found in the universe.

And finally, there is of course the option to **move on**. You proceed to your next jump using whatever process your chain employs. Who knows - you might get the chance to shape societies more often than you'd expect, and your time here will likely be good practice. In fact, that science victory might just lead you to Alpha Centauri, and there just so happens to be a jump for *Sid Meier's Alpha Centauri* as well…

Regardless of your choice, your taken Drawbacks cease to affect you. Furthermore, the civilization you've built during your time here will follow you through your chain if you wish, though you are not required to insert them into any particular jump you visit in the future.

Because of the sheer variety of Jumpers and their chains, plus the risk of making future settings borderline unrecognizable by directly inserting a civilization into the primary setting, I will not set hard rules on how this occurs. Use whatever process suits you.
Purely as suggestions, it could become an attached 'pocket reality' accessible through the Warehouse. Or perhaps you gain a colony ship similar to the one created for the Science victory, if perhaps somewhat larger, arriving somewhere nearby your starting location ('nearby' as in, the same star system, anyway). This ship could contain the entire population of your capital city plus all the infrastructure you bought in this jump, including Wonders, natural resources, and whatever else your people might need to rapidly restore your civilization to its former glory. Its colonists currently remain in stasis and the ship will remain in 'idle' mode indefinitely if needed, but you may also direct the ship to land in a suitable location, at which point your civilization will once again establish itself at this site.
Of course, feel free to adjust things as you feel appropriate to your situation.

NOTES

When in doubt, fanwank responsibly and have fun.

All Perks and other purchases that offer multiple options (such as *Religious Architecture* or *National Talent*) can be bought multiple times, providing a different boon with each purchase. They cannot be bought multiple times for the same effect to 'double up' its power.

All purchased benefits apply to both yourself and any of your other followers, employees, or other kinds of subordinates.

Gameplay effects for the various Wonders, as well as religious benefits, can be found on the Civilization fan wiki. Consider looking through these pages if you need inspiration for your purchases, but remember that the jump is about a reality, not a game - gameplay mechanics are an approximation at best.
https://civilization.fandom.com/wiki/List_of_wonders_in_Civ5
https://civilization.fandom.com/wiki/Natural_wonder_(Civ5)
https://civilization.fandom.com/wiki/Religion_(Civ5)#Beliefs

CHANGE LOG

- 0.1: First completed draft.
- 0.2: prices of some religion and ideology perks are reduced. Stipend added to the infrastructure section. Fixed some missing bits regarding new Companions.
- 1.0: First completed jump goes live!