Zoo Tycoon 2

Apologies, Jumper. This Universe may not be quite as challenging as you are used to. There is little magic in this place, and technology only exceeds modern Earth technology in a few specific places. You're not here to end evildoers, wreak havoc, or have a holiday over the next ten years.

You're here to build a zoo, Jumper.

Your chances of dying in this world are slim, especially if this isn't your first Jump. But do try to keep focused on your goal? I'd rather like to see this zoo succeed. And in your hands, I feel success should be fairly easy to come by.

Please choose one of the following Modes to Jump with:

Freeform Mode *(Standard Jump)* **1000CP**
You'll be experiencing this Jump as you would any other, Jumper - this should all be fairly familiar to you. Enjoy!

Challenge Mode *(Gauntlet)* **0CP**
Ah, some added challenge! Now, if your Zoo is forced to close, as a result of bankruptcy, welfare concerns, or other similar issues, then you have failed the Jump. Failing the Jump results in your ten years here being ended prematurely, and moving directly onwards to the next Jump in your Chain. You keep nothing you purchased from this Jump, and all Drawbacks end immediately.

All Drawbacks are worth double their usual CP value and you enter this Jump with only your Body Mod and no access to your Warehouse or equivalent.

Zoo Size

This purchase decides the size of the parcel of land you begin this Jump with. This is the equivalent of your Origin, and grants discounts on some purchases later in the Jump.

Micro Zoo **+200CP**

Not a parcel of land, but a large building - this Zoo would be perfect if you favour creatures on the smaller side! Insects, rodents, and smaller reptiles will all suit this project perfectly. These animals also tend to be easier to care for, and the Zoo's small size guarantees a prime location.

Small Zoo **+100CP**

This parcel of land covers 5 Square Kilometres, and would be the equivalent size of a standard Zoo on Earth. This size is well-suited to beginners, but more experienced or ambitious Jumpers may find this size limiting. It may be difficult to house some animals given their natural size requirements.

Medium Zoo **0CP**

This parcel of land covers 15 Square Kilometres, and would be the equivalent size of an impressive Safari Park on Earth. This size is tailored to Jumpers looking to create a Zoo that strikes the best possible balance between accessibility for guests, and suitability for animals.

Large Zoo **100CP**

This parcel of land covers an incredible 50 Square Kilometres, larger than even the biggest Zoos on Earth. At this size, infrastructure will be a significant undertaking, but you can guarantee that just about any creature under your care will be satisfied, no matter their spatial requirement.

Adaptive Zoo **200CP**

Rather than owning a single parcel of land, your Zoo's borders will expand as and when necessary, allowing you to guarantee that you will never run out of space for your animals to roam. These border expansions will not be reflected in your zoo's footprint when viewed from outside, however - allowing you to create a sprawling wildlife preserve in the centre of a major city if you so choose.

Alternatively, Adaptive may be treated as an Upgrade to your Zoo if you purchase a different size. Treating Adaptive as an Upgrade does not confer any discounts or freebies from the Adaptive Upgrades section.

General Zoo Upgrades

These Zoo Upgrades are undiscounted by any previous choices.

Electricity **50CP**

Buildings, fences, and anything else requiring it are automatically supplied with power whilst within your Zoo's grounds. No need to wire anything up, but the free electricity generated within your Zoo cannot leave it.

Water **50CP**

Buildings, Exhibits, and similar within your Zoo's borders are automatically supplied with water - never bother with pipes ever again. Drainage and Sewage are also taken care of.

Food **50CP**

All Storage Units and Vendors are automatically stocked with requisite food and drinks nightly - although you still need to get the food from storage into the exhibits. Items generated by this upgrade are both highly nutritious and delicious.

The Gift Shop **50CP**

Because who could possibly leave a Zoo without half a bag full of overpriced but ultimately useless tat, and a shirt? Close to your Zoo's main entrance is a gift shop full of 'JumpCo.' branded merchandise, including plush versions of every animal exhibited within the Zoo, and a shirt with your face on it.

The Petting Zoo **50CP**

Even the most stone-hearted of Jumpers can appreciate the inherent cuteness of baby animals. Now, an adjacent parcel of land a quarter of your Zoo's current size has been filled with walk-in pens, wading pools, and miniature aviaries. This Petting Zoo will be filled out with baby versions of any living creature within your Zoo, and they will be guaranteed safe to interact with.

Cosmic Zoo **0CP**

Once you leave this Jump, your Zoo (and any animals housed within it) will join you! If you already possess a Cosmic Warehouse or similar, a door on one exterior wall will lead to your Zoo. If you don't, you receive a Key which functions in an identical manner to the Cosmic Warehouse's key. This upgrade also allows the Zoo to act as a Cosmic Warehouse in regards to any future purchases in other Jumps.

Micro Zoo Upgrades

Jumpers with a Micro Zoo receive a 50% Discount on all Upgrades from this section, and the 50CP Upgrade for free.

Exhibit Animals **50CP**

No special licence is needed to exhibit most animals on this scale, Jumper - instead, this Perk provides all the knowledge you could ever need in regards to caring for the creatures you exhibit, no matter their size, packed into one convenient book. This book can be found tucked away within every building in your Zoo, and automatically updates with every new exhibit you build.

Cosy Dwellings **100CP**

You have an eye for the smaller details, that much is clear. Whilst putting together exhibits in your Zoo, conserving and maximising available space will come naturally to you, as well as clever tricks designed to make the most of the tight quarters you're working with, such as taking advantage of the verticality of any space you're using.

Word of Mouth **200CP**

You may have heard that rumour travels fast - with this, Jumper, word about your Zoo will travel faster. Other businesses would need wide-ranging advertisement campaigns to achieve the level of public knowledge that seems to follow your Zoo. This effect only applies to positive comments, however - it doesn't negate criticism, but it does put you at an advantage over it.

Romero's Zoo **400CP**

Interested in pursuing a Micro Zoo but still looking to exhibit some more impressive creatures, Jumper? Not to worry. Now, rather than simple plexiglass containment units, your exhibits are something a little more *special*. Space warps at your Zoo's whims, allowing for you to exhibit any creature at what looks from the outside to be a miniature scale. From within the exhibit, however, the space is ample for any creature at their natural scale, and the sky stretches on rather than giant humans looking in. Each exhibit is now essentially a custom-scaled private world.

Small Zoo Upgrades

Jumpers with a Small Zoo receive a 50% Discount on all Upgrades from this section, and the 50CP Upgrade for free.

Endangered Species **50CP**

Congratulations, Jumper! In your hands is a fiat-backed licence for the importation, exportation, handling, and exhibition of Endangered Species! Your Zoo is legally allowed to hold any animals from Not Evaluated to Extinct in the Wild on the IUCN Red List of Threatened Species.

Up Close and Impersonal **100CP**

Animals within Zoos can find captivity stressful. Being watched by thousands of eyes as you go about your daily life can't be fun, after all - this isn't a Jump for The Truman Show! Now, within your Zoo, watchful eyes of guests and yourself will go unnoticed by your charges, allowing them to relax completely. This effect also applies to any vehicles moving through your exhibits, so long as they do not go out of their way to be noticed.

Big City, Big Food **200CP**

Being a smaller Zoo, the animals aren't your only draw - your Zoo is also now renowned for its excellent quality of food and drink! Anything produced or served within your Zoo becomes significantly more pleasant to consume, comparable to either the highest standard within your current Jump or your best cooking-related Perk.

Tight Quarters **400CP**

In the wild, some animals have huge territorial ranges - something which can cause them to suffer in captivity. Within your Zoo's grounds however, so long as your animals are well-stimulated and cared for, their spatial needs are massively reduced, and your exhibits feel somehow bigger on the inside than they appear from the outside.

Medium Zoo Upgrades

Jumpers with a Medium Zoo receive a 50% Discount on all Upgrades from this section, and the 50CP Upgrade for free.

Marine Mania **50CP**

It isn't all about the land-based animals here at your Zoo, Jumper - now denizens of the marine world have a chance to shine! Your Zoo is now fully licensed and capable of exhibiting aquatic and semi-aquatic wildlife, and constructing impressively sized indoor and outdoor tanks large enough to house anything waterborne.

It's Showtime! **100CP**

Denizens of your Zoo aren't just impressive in appearance, they're impressive in temperament too. Your animals, provided a sufficient standard of care is present, will be willing and able to learn tricks above and beyond what would usually be seen within a standard Zoo setting. There is no requirement for this training process to be cruel - animals will seem to understand precisely what they need to do to receive reward or praise, from words alone.

Fun for all the Family **200CP**

For your Zoo, a 'relaxing day out' isn't just a marketing line, it's guaranteed. Anyone spending time within your Zoo will find themselves enjoying it, no matter what their prior conceptions or mental state. What's more, your Zoo has an aura-like effect that makes traumatic experiences significantly easier to digest, to process, and eventually even to overcome.

Eating out the Palm of your Hand **400CP**

Your Zoo's animals simply aren't a danger to you. They consider you as one of their own, anything smaller than you looking up to you like a parental figure and anything larger than you viewing you as their small, strange-looking child. You, and by extension any visitors, will be accepted and beloved by all creatures within your Zoo, no matter their natural temperament. Just keep in mind that this effect doesn't extend to creatures outside your Zoo - don't get complacent!

Large Zoo Upgrades

Jumpers with a Large Zoo receive a 50% Discount on all Upgrades from this section, and the 50CP Upgrade for free.

Dinosaur Digs **50CP**

There is something missing from our world. The amazing animals that time has left behind. But what if we could bring them back? What if extinction didn't have to be forev- no, no, that's a different Jump in the works. Anyway, Jumper, congratulations! You now officially have the licencing required to exhibit extinct and prehistoric wildlife! Try not to let the T. rex eat any lawyers, please?

We have the Technology! **100CP**

Without this upgrade, you'll have to source your own prehistoric creatures from elsewhere. With it, however, your Zoo now has the ability to produce them itself! All you'll need is some bones or DNA to analyse and some money to throw at the process, and the rest can take care of itself. Comes with a basic instruction manual.

Unbreakable **200CP**

In a normal Zoo in this Universe, breakouts are uncommon but not unheard of. At your Zoo, they're impossible. Walls you construct are unbreakable by even the most furious creatures, no matter how flimsy they may look. This doesn't make them taller than they appear however, so don't try to secure that T. rex with your standard picket fences.

Playing 'God'… **400CP**

Were dinosaurs not enough excitement for you, Jumper? Fine. Much like a certain set of scientists from another franchise, genetics are now your plaything within your Zoo's laboratories. Feel free to create something that won't just scare the children, but will give the parents nightmares. Or, y'know, mini elephants. That works too. Unlike the aforementioned franchise, however, you will fully understand the ramifications of what you're doing. No ugly surprises, no unexpected intelligence. The DNA you're manipulating will paint a clear picture of what it will create. This also functions on a conceptual level as well as the literal genetic level, allowing you to take specific traits or variances from one creature and apply them to another.

Adaptive Zoo Upgrades

Jumpers with an Adaptive Zoo receive a 50% Discount on all Upgrades from this section, and the 50CP Upgrade for free.

Jumper's Journeys **50CP**

Now, you are no longer limited by this world's array of wildlife. Any creature you have encountered previously on your interdimensional journeys, or even things present in Jumps but never encountered by you, can now exist within your Zoo with zero legal concerns or ramifications. They will be treated the same as any other creature you might exhibit. What's more, the latter part of this effect - that these creatures are seen as normal despite their unnatural origins - is toggleable. Wow your guests and baffle the local scientific community, if you wish. Just expect some rather pointed questions if you do.

Biome Customisation **100CP**

A Zoo has exhibits for its animals. A good Zoo will try to make those exhibits as suitable as possible for its animals, given the climate it has to work with. Your Zoo is better than a good Zoo. So long as any given exhibit is closed in with a barrier of some kind, you have the ability to freely customise the climate and biome of it, with no regard for or bearing on the outside world.

Practically Builds Itself **200CP**

With the number of creatures you're sure to end up exhibiting in a Zoo of this size, hand-crafting every exhibit is bound to become a drain at some point. That's where this upgrade comes in. Provide a reasonable budget, and your exhibits will construct themselves before your eyes to create objectively perfect habitats for any creature, or the closest you can achieve with your upgrade set.

Perfectly Safe, I Assure You **400CP**

Hybrids incapable of breeding? Albinism or Polycephaly causing some medical concerns? Ethical worries about the wellbeing of cybernetic creatures? Not anymore! With this upgrade, every creature within your Zoo is fiat-backed guaranteed to be perfectly healthy and happy, provided adequate nutrition, hydration, socialisation, and habitation. Whether they're Glowing, Mutated, Corrupted, or simply a little strange, you'll be able to rest easy in the knowledge that they're as happy and healthy as can be!

Perks

No Discounts, these Perks apply to you rather than the Zoo.

Simple Labour **50CP**

If it's easy, tedious, and repetitive, then it's no longer your problem, Jumper. Rather than manually carrying out menial tasks, an invisible force will carry the appropriate tools and do it for you, provided you've done it at least once. This Perk will match the best result you've previously achieved.

Build Mode **100CP**

Sometimes a birds-eye view just makes everything clearer. Rather than working from the ground to get construction done, you can now pause the world temporarily to assume a top-down view and spend the resources or finances you own to construct a wide range of fences and appropriate buildings for a Zoo. This Perks merges with any other Perks of a similar function, adding their own options to your Build Mode.

The Wild Market **200CP**

Why go to the effort of finding new creatures when you can just buy them? This Perk allows you to purchase any creatures allowed for by your Zoo upgrades, via financial means. You may choose the age and sex of animals you buy with this Perk.

Animal Acquisition… **?CP**

If you'd like to obtain new denizens for your Zoo without spending your hard-earned money,this Perk may be critical for you. Each form also includes any cheaper forms of this Perk, so no need to purchase more than one.

Befriend **100CP**

With this Perk, any wild creature you befriend may become a resident within your Zoo, living out their days in safety and happiness.

Capture **200CP**

With this Perk, any wild creature you subdue will find itself inside an exhibit, if you choose to send it there. They'll soon settle into their new home.

Kill **300CP**

With this Perk, ending the life of a wild creature will allow you to add its species to your Zoo. What's more, if an Exhibit ever empties, the creatures inside will respawn after a day.

Personnel

Existing Companions may be imported into The Mascot, Zookeeper, Scientist, and Trainer roles for halved CP cost.

Mermaid Statue **50CP**

A copper and brass statue of a beautiful aquatic lady. If you stand close to it, you can almost hear a faint singing - or is that just your imagination?

Basic Staff **50CP**

The faceless taskforce that keeps the Zoo running - thankfully not literally faceless. These staff members cannot leave the Zoo, and work tirelessly to complete their duties. They all seem to look identical, save for their uniforms.

The Mascot **100CP**

What Zoo is complete without a mascot?! This member of your staff is in possession of a self-cooling fursuit of a creature of your choice, able to be used in any climate. They also have experience of wearing mascot suits, and know how to keep a crowd entertained.

The Zookeeper **200CP**

The Zookeeper has a wide range of experience looking after the health and wellbeing of most mundane animals, and possesses a self-updating book that keeps them abreast of the needs of any of the more esoteric creatures within your Zoo.

The Scientist **200CP**

The Scientist's skills are more inclined to the academic than the practical, possessing a degree in one of the Life Sciences and a Masters in Genetics. They also possess the knowledge required to work and maintain the genetic technology of this setting at a reduced cost.

The Trainer **200CP**

The Trainer has a blend of knowledge and skill that sits somewhere between The Scientist and The Zookeeper. A Degree and Masters in Animal Behaviour and Training, as well as the equivalent of five years experience training either Aquatic, Terrestrial, or Airbourne creatures for public shows, the Trainer will be a great asset to public opinion of your Zoo.

Drawbacks

Drawbacks do not persist beyond the end of the Jump, and cannot be taken in Campaign Mode. There is no cap on the number of Drawbacks you may take.

Awkward Audience **+100CP**

Your Zoo might be perfect in every way, but your Guests will still find a way to complain about their experience. You'll be needing plenty of benches, food and drinks, and public transportation to keep them satisfied.

Needy **+100CP**

And even if your Zoo creates the perfect experience for your Guests, your animals' needs will still need balancing. Your animals will get hungrier, thirstier, and lonelier more quickly, and their complaints tend to be of the more physically aggressive kind. Enjoy the balancing act!

Killer… Penguins? **+200CP**

Every now and then, an animal arriving in your Zoo won't be quite what you expected - bigger, spikier, meaner, and with a much greater appetite for meat. Killer Animals are harder to keep satisfied, but your guests will find them much more interesting than the regular kind.

Rivals **+200CP**

Your Zoo isn't the only Zoo in the area. Another Zoo, with the same Upgrades (but nobody with any Perks) as yours, has cropped up in the vicinity. Now you must become a financial success in spite of this copycat!

A Peta-full Display **+300CP**

No matter how suitable your exhibits may be, PETA and similar charitable organisations won't be satisfied. Expect regular protests at your doors, much heavier media attention around any mistakes you make, and a generally difficult time with PR.

'Prison' Break **+300CP**

…and PETA aren't the only ones who feel that way! Now, no matter how suitable the exhibit, your animals will also find themselves yearning to see freedom - by force, if they have to. Expect to need strong fences and a constant watchful eye.

Changelog/Notes

If you have any suggestions or comments, you can reach me at u/Pomumon on Reddit. This is my fifth Jump, my others being 'DragonVale', 'Telltale's The Walking Dead', 'Ark: Survival Evolved' (the second one, not the first or third ones), and 'She-Ra and the Princesses of Power'.

This Jump is intended as a sequel to the Zoo Tycoon Jump, a Jump made way back around the time that JumpChain first emerged as a concept. As such, many of the current staples one would expect of a Jump weren't quite as cemented as they are now - the Zoo Tycoon Jump is not an exception to this. This Jump is an attempt to bridge the gap between the two, and create a Jump that both embraces some of the choices made by the old Jump and follows the spirit of modern Jump-making.

(TL;DR - The ZT Jump was super old and kinda bad, so I made my own version. Hope it's better!)

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v0.9

- Functionally complete, all flavour text present. Just needs final SPAG and some external viewpoints before release.

v1.0

- Added the Micro Zoo section, partially inspired by Planet Zoo's Exhibit Animals. Thanks, u/Nuthenry2!
- Edited the flavour text for 'We have the Technology!' to allow for DNA databases to be used, rather than bones. Thanks, u/Sweetiebottt!
- Removed Campaign Mode and references to it, as the Jump functions better in terms of balance without it.
- Adaptive Zoo Size can now function as an Upgrade rather than as a Zoo Size.

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1. Successful completion of Challenge Mode (the Gauntlet setting) grants a free upgrade to Adaptive Zoo Size if not already purchased, a free purchase of either The Wild Market or Animal Acquisition: Kill if not already purchased (Jumper's Choice), and a cool hat with your Zoo's logo on it. The hat is repaired at the start of every Jump, if it was previously damaged.