Jumpchain Compliant

by stupid_dog

TROPICO

You know those people who establish dynasties so powerful that their names echo through the centuries?

You can be one of them.

New world. New oppourtunites. No limits. This island could become anything.

It could be a farmers heaven. The fields reaching the horizon and the markets full of people.

Or it could be a production powerhouse. With chimneys reaching the sky and docks busy with all sorts of exotic goods.

Or it could be the paradise on earth. A magnet for travelers from all over the world, a place for fiesta and fun.

But now it's just a dirt poor piece of land in the middle of the ocean... Make it shine!

Budget

As much as this might sound like a ten-year tropical vacation, living in a dictatorship is a lot of hard work - especially when you have to manage every detail. These points have been borrowed from the treasury for you. Spend them on whatever abilities or equipment you fancy.

+1000CP

Choice Points

Identity

Your identity defines the role you will have in this world. It determines whether you're going to be in a position to rule the nation with an iron fist or simply enjoy a ten-year vacation. Additional, more difficult backgrounds can be selected under the complications section later. Your age upon arriving in this world is equal to 2d8 + 16. Your gender remains unchanged. You may select any age from 18 to 32 and change your gender for 100cp.

Tourist

You awaken on a pleasant beach with no memory of how you came to be in this place. Nearby are several shopping bags loaded with any souvenirs you've purchased. You have no new memories or knowledge of this world. What you do have are travel papers and identification. On inspection these documents appear quite fraudulent; attempting to leave by boat or plane will make your stay in this picturesque island nation quite permanent, just in a prison suite. The island itself is somewhat more inclined to tourism, with some sights to see and pleasant accomadations. However the dictator here is a cruel and selfish man who lords over the population with military might.

Free

Protégé

Immediately upon arriving you are whisked away by the island's secret service and taken to the palace, where the current presidente informs you that you've been chosen as his successor. He will teach you how to run a nation that best lines your own pockets while keeping the citizens just happy enough not to openly rebel against you. Your early years will be spent under his watchful eye but after that you'll be free to rule as you please. You don't have any knowledge or memories of this world, but your sessions with the presidente should hopefully fill you in on all the details. Should your nation get too succesful the former dictator may attempt to reclaim it.

Free

Presidente

Title negotiable. You are the head of state of this island nation and an autocratic ruler. Nothing is built without your permission, and you can create new laws at your leisure. You could have come to power through legal means or through revolutionary action, but you're in a good position to stay there. You were raised on these islands and familiar with the people, but until know that hasn't stopped you from profitting off of sweatshops filled with your countrymen. You have a fondness for cigars and fine liqour. This new personality effects your mind, but you can still overcome it with enough willpower.

Free

Faction Choices

To have reached the fine leadership position you find yourself in, you need to have at least a few people who support you and believe you to support their ideals. There are eight major factions to please, and you can choose which one you most represent for free. Which factions supports you will help determine the abilites and skills you can buy.

Restricted: Tourist

One Free: Presidente & Protégé **100cp**

Communists

Generally one of the larger factions, they are most concerned with adequate housing, healthcare and employment for the masses, and low pay disparities between workers on the island. They also prefer a pro-Soviet foreign policy. Their leader is generally a farmer or revolutionary. Should you incur upset them enough, they will encourage communists from around the world to travel to your island in order to liberate it from your oppression.

Free: Rebel

Capitalist

They stand in opposition to the communists and tend to be a small but influential faction. They are concerned with economic development, the provision of expensive luxuries, and low crime rates. The capitalists prefer a pro-American foreign policy and are often led by a top-hat-and-bow-tie-clad entrepreneur. They want an advanced economy and tourism industry. Opposing their interests will lead to corruption amoung the wealthy, causing them to drain the treasury or hoard their wealth which damages the economy.

Religious

Due a high value that many Tropicans place on their faith this is one of the largest factions on most islands. They are concerned with the quality and access to religious institutions on the island, as well as the citizen's morality. Appeasing them often results in major reductions in liberty as they are impressed by things as book burnings, prohibition, contraception bans, and the inquisition. If you prove to be against the interests of this faction they will declare you an abomination and people will lose respect for you.

Intellectuals

This is one of the smallest factions on the island and tends to have the most detractors. They strive for education, social progress, and political integrity. They want access to education as well as maintaining a standard of liberty on the island. They can be one of the hardest factions to please, and are the primary critics of leaders who attempt an authoritarian regime. Their faction is often led by a professor or teacher. Getting on their bad side will cause student protests, preventing all education on the island.

Militarists

This is a medium-sized but powerful faction mainly concerned with the size and well-being of the island's military. They are one of the biggest threats to power, as armed members of this faction may launch a coup against dictators that fail to maintain their standards of living. Prioritizing the militarists' support may result in a decrease in liberty and can cause non-militarists to rebel. The militarist faction is generally led by a soldier or general.

Environmentalists

They are most concerned with the natural beauty of the island and reducing pollution. As such, they oppose logging and mining operations as well as most industry. Often they are in direct conflict with the interests of the capitalists or the communists. They can be pleased by frequent planting of trees and other eco-friendly pursuits. The environmentalist faction can become a significant problem, since if dissatisfied it can engage in sit-ins disabling key mines, factories or other sources of pollution.

Loyalists

They seek a totalitarian cult of devotion to the leader. They want monuments built in your honour and are deeply upset whenever you're criticized. They care little for the island or its inhabitants, but are fanatically loyal to you. Should you disappoint this faction by not loving yourself as much as they do, the worst that will happen is they will quit the faction. Consists mainly of your dumber citizens. They value a strong and pompous ruler, and think the idea of elections, free or not, is generally preposterous.

Nationalists

A faction consisting of citizens born in Tropico only. They value the island's independence from the major powers and from international aid organizations. Anti-immigration, and pro-local industry. They understand that your nation is paradise on Earth and needs to be kept clear of undesirables. There biggest issues are allowing immigration or being paid low wages compared to neighbouring countries. When angered, the faction takes to rioting in the streets in the hopes of killing a few foreigners.

Region

Roll 1d8 or spend 100cp to choose what part of the world you begin in. If you pay 100cp you can choose any location for your islands beyond those listed. This roll not only determines your starting location, but if you selected the Protege or Presidente origins it will also serve as the nation you rule over. Currently there are only a few small settlements in the region, but over the next ten years they could grow exceptionally with the right leadership.



Tropico

Complex colonial origins have left Tropico with a widely mixed variety of people. Themes of independance and freedom are common, and the population leans heavily towards communism. As such, food, healthcare, and education will always be provided freely to those who live here. If that weren't enough, it has stunning beaches and pleasantly tropical temperatures year round.

#1



Caspianistan

A series of islands within the Caspian Sea, you have all the glory of Middle Eastern culture. There are many nearby dictators who can work with you into the modern era. Your proximity to Russia is both a blessing and a curse. It will dissuade the US from attacking you, but your resources will draw the USSR's attention. The population is very devoted to their religion.

#5

North Hawaii

You thought there were only 8 main islands in the hawaiian archipelago? Not quite. There are a fair few more now, and all exist for you to rule. The US will be keeping a very close eye on you here, and may inspire rebels to stir up the population. The people and ideals here aren't too different from mainland America, as long as people think they're wealthy you'll keep your capitalist supporters happy.

#2



Tropikorea

A paradise where nobody ever experiences poverty, and everyone leads a happy life. The great leader before you ensured that the nation prospered, and it is unfathomable that you could let the legacy end now. The people have a strong tradition of showing respect and submission before the nation's leader, so unless you are truly and publicly heinous maintaining control here should not be an issue. Overwhelmingly nationalist.

#6





Baltico

A collection of dozens of islands in the Baltic Sea. Expect cool winters and plenty of fighting over your territory to be done by the Sweden, Finland and Russia up until the end of World War I. The people here tend to be interested in the advancedment of liberty, society and education, and largely gravitate towards the intellectual faction. It will be difficult maintain a dictatorship here.

#3



Free Choice

Choose from any of the listed island options! As a little bonus, your people won't heavy side towards one faction over the others.

#7

Socotra

A jewel of biodiversity in the arabian sea. During and after the modern era, trying to make widespread use of any of your natural resources here will be met with anger from environmentalists worldwide. The islands have a wide variety of beautiful sights, plains, tall mountains, white deserts, and deep caves. The inhabitants here are mostly of Arabian and African descent who speak a language unique to the archipelago.

#4



Paracel Islands

Expect to spend your term fending off invasion from each of the following: China, US, and the USSR. Thought the political situation is harsh, you get abundant rainfall and are surrounded by productive fishing grounds and a seabed rich with potential oil and gas reserves. These islands provide the smallest actual area to actually build upon, but you will get plenty of military supporters.

#8



Time Period

When you arrive is just as important as where. Roll another 1d8 or spend 100cp to choose what stage of history this new world is at. If you roll a 7 or pay to choose you can start any year from 1700 to 2010.

1 Colonial Era (1700-1710)
2 Age of Oil (1900-1910)
3 World War I 1910-1920)
4 Wolrd War II (1940-1950)
5 Cold War (1960-1970)
6 Modern Times (2000-2010)
8 Post-Modern (2010-2020)

Special Abilites

These skills have been deemed to powerful to give the common citizen. For some of your choice points they can be yours. One Purchase Free not only gives the first rank of a perk for free to an indicated faction, but provides a discount on the prices of the second and third ranks of the perk to those that belong to that group. These ranked abilities can be selected up to three times. Discounts reduce the price of marked abilities by fifty percent.

Gambler

When it comes to games of chance where money is involved you're more likely to win than lose. This good luck doesn't extend into anything besides gambling.

Free: Tourist **100cp**

Decorated

You are praised as a national hero and role model for military personnel everywhere. You have a spotless record serving with the army and many achievements (on paper, at least). Future adventures that place you in a military position will have you begin with additional respect from your comrades and superiors.

100cp

Preventative Medicine

You can designate give a boost the immune system of any person you want. At one purchase, this confers protection from minor ailments. A second purchase will allow them to immunity to the cold and flu, and makes them much more likely to survive deadly illnesses even untreated. Buying this perk a third time allows you to grant any person complete immunity to mundane diseases.

One Free: Communists **100cp**

Urban Development

Regardless of where you are or who you are dealing with, you can get excellent rates on building materials. The cost of construction materials is reduced by 20%.

One Free: Capitalist **100cp**

Amnesty

You can enact this ability to clear yourself of wrongdoing in the eyes of others. While the first rank only allows you to be pardoned for relatively minor issues, the second rank will let you get away with any victimless crime or issues that don't personally effect your targets. At the third purchase, all but the most heinous acts will be forgiven. If someone has suffered personal harm from your actions they are highly resilient to this effect. Requires a sincere apology to use.

One Free: Religous **100cp**

Feild Trips

You gain the equivalent of five years working knowledge in a profession of your choice. Multiple choices can extend experince of a certain role or grant more years to the previously selected job.

One Free: Intellectuals **100cp**

Special Ops Training

Rigorous training has conferred you ability in combat above that of a regular soldier. Each time you select this perk you choose one of the benefits listed below:

>You are proficient in the military weapons common to the period and can use these with great skill.

>Your body is in great condition - stronger, faster, and more durable than it was before.

>You can learn new combat skills at an increased rate.

One Free: Militarists **100cp**

Pollution Standards

Any factories you own or machinery you use creates 30% less pollution than it normally would.

One Free: Environmentalists **100cp**

My Humble Life

Your island begins with a fully functional cinema. Each year you spend on the island, a film about a past adventure is created. While here you can be as involved with the filming procedure as you like, you can offer tips for improvement on the piece. At the conclusion of every jump, a feature film will be delivered about one of your most memorable adventures in the setting. For each purchase, the number of films you receive at the end of a jump increases by one.

One Free: Loyalists **100cp**

Most Presidents per Capita

You gain an ally of your preferred race, gender, and disposition. They will each have their own settlements to lead, and these will be along the same island chain and considered part of the same nation as you. You begin in part of a productive alliance with them. Each of these allies gets a free Presidente origin, though they are not supported widely supported by any faction, they get 400cp to spend. These can be imported companions.

One Free: Nationalists **100cp**

Rationing

Food produced on your land or produced by you personally is twice as nutritious and filling. To get by, people will only need to eat half as much of it.

Discount: Communists **200cp**

Swiss Bank Account

Any currency you accumulate for yourself is accessible between jumps, regardless of where you store it. In addition, you and your loyal employees will be better able to siphon funds from official channels (that you have access to) into your personal fund without being noticed.

Discount: Capitalists **200cp**

Televangelism

This ability inspires people living within territory you control to be more accepting of whatever religious ideologies you hold, or you may choose any deity and their teachings to be the focal point of the region. Though the name implies spreading this divine acceptance through television using the printed word, radio, or even art forms is just as effective. It is by no means mind control, but more people will embrace religion.

Discount: Religious **200cp**

Special Education

You can insert your own dogma into the teachings of public schools, subtly swaying the students into converting to your preferred outlook. The method only affects a small portion of students, and tends to cut back on the amount of useful knowledge they learn slightly.

Discount: Intellectuals **200cp**

Lure the Rebels

Through deception or other means, you can provoke groups of non-military fighters into attacking you. Their assault will begin twelve hours after you use this ability, giving them just enough time to organize their forces and attack while they believe you to be vulnerable. This is ineffective on trained government forces, but rebels, mercenaries, and civilian forces will almost always be fooled.

Discount: Militarists **200cp**

State Secrets

Where the last sets of skills were simply to strong for the common citizen to handle, these are the ones that we would prefer not to even let them know about. For the right amount of choice points, any of these abilities can be yours. As on the previous page, discounts here reduce the price by fifty percent for the faction indicated.

Real Organic Food

You can produce produce with the essence of food and the blessings of Gaia. Any crops grown on land you control will repel pests without the need for pesticides. In addition, plants can be grown out of season without any reduction in quality.

Discount: Environmentalist **200cp**

Youth Organization

Children tend to think you're a dandy person, and would happily join any ~~cult~~ fan club that has your best interest at heart. It will be easier for you to request simple favours of children or inspire them.

Discount: Loyalist **200cp**

Wiretapping

By physical touching telephone lines, you can hone in on specific people and eavesdrop on any conversations they may be having. You can also use this idly, choosing strings of words that will automatically bring your focus to a conversation that contains them.

Discount: Nationalist **200cp**

Numbers Don't Lie

You can alter collected numeric data to anything that suits you, or arrange for collected date to be received in whatever manner suits you best. Whether you use this to defraud elections, alter your countries deficit, or confuse foreign intelligence with a report of Tropico's billion-strong standing army is up to you. This doesn't damage computer data, just changes recorded numbers that displease you.

200cp

Surveillance

Violate the privacy of others without repercussion. This ability allows you to remotely view any area that you have some sort of claim to. This includes your entire island, except perhaps for the encampments claimed by rebels.

300cp

Disclosure

You can determine the name, job(s), and supported political positions of anyone by viewing them. This will identify affiliations with criminal groups or rebellions.

300cp

Man of the People

A serious image makeover and millions spent on PR campaigns has left you as the perfect representation of the proletariat, and makes it seem like you'll look out for the needs of other average folks. When you claim to speak on behalf of the people, they will believe you have their best interests at heart unless they have some sort of evidence to the contrary.

Discount: Communists **400cp**

Financial Genius

You become exceptionally better at handling money, this helps you avoid international tariffs and lets you know the most effective ways to spend your assets to ensure you can make excellent interest on them. You know what items cannot be traded legally and how to best avoid breaking trade laws while still distributing your merchandise.

Discount: Capitalists **400cp**

God in Heaven, Presidente on Earth

People living within territory you control will initially see you as a representation of the divine on earth. Naturally, anything they see that contradicts this can tarnish their view of you – but for a while at least, the faithful who look upon you will initially believe you to be a true spokesperson of their god. This ability only has an effect on those who actually attend regular religious services, but the effect on them it is quite potent.

Discount: Religous **400cp**

Literacy Program

Your gain a perfect comprehension of your native language and are able to learn new languages with relative ease. You can retain knowledge and learn skills from written sources at an highly improved rate.

Discount: Intellectuals **400cp**

uNclear Program

Congratulations. Not only do you find yourself in possession of a fully functional nuclear missile, but from this point on if you ever establish yourself as a leader you can choose to have other intelligence networks will believe you to possess the most powerful weapon of mass destruction known to the setting. This will make enemies incredibly hesitant to engage in open warfare with you.

Discount: Militarists **400cp**

Renewable Resources

Any green production will be more successful, both in terms of quality and quantity. Maintenance of any facilities involved in the green growth industry will be substantially reduced. Waste is reduced exponentially as well, what would normally be considered waste can be funneled into different processes and used to enhance product growth.

Discount: Environmentalists **400cp**

Pleasure Squad

You can replace the faction leaders of your nation with attractive members of your preferred sex. Imported companions gain the knowledge they need to lead the faction and present you with their demands. Imported companions receive a history in the world and the familiarity needed to represent their faction. They each have 100CP to spend. They might not appreciate a sudden gender change though.

Discount: Loyalists **400cp**

Best Place on Earth

Those living in territory you control will firmly believe the land itself to be the most wonderful place in the world, and will never see any reason to travel from it unless prompted to do so by you. They will also believe their culture to be far superior to anything found in other parts of the world.

Discount: Nationalists **400cp**

Pause

Behold. With the great responsibility of leadership also comes control over time itself. Nothing moves (including you) while the world is paused, and time spent does not count towards the period required to complete jumps. If you are able to communicate telepathically, you can still do so with companions; other people take no notice of time stopping. Background musical abilities that offer no combat power continue to function.

400cp

Souvenirs

In addition to skills, being on this island gives you access to plenty of fantastic equipment. You'll regret it if you leave without taking some high-quality Tropican merchandise with you. Unlike shoddy American, Russian, or Chinese goods, the items you buy here will be restored to full functionality by the next sunrise. Yes, even the toucan. If you experience any problems with your purchases, direct concerns to your nearest Junta Council.

Palace

This serves as the headquarters for government (if Protégé or Presidente) and acts as your home. It is far above the standard of living that other people on the island would be accustomed to living to, even at high class. Other origins get an extremely luxurious mansion. Your accomadations in future adventures will tend to be more ostentatious.

Restricted: Tourist
Free: Protégé & Presidente **200cp**

Luxury Goods

In addition to an apparently endless variety of cigars, you have some high-quality humidors for massive storage and travel. If the cigars were not enough, you also have a replenishing stock of Bordeaux Wine and Hennessy Cognac.

Free: Tourist & Presidente **100cp**

Signature Outfit

Whether you want to dress like a generalissimo, pirate, admiral, witchdoctor, or choose something even more outrageous. The outfit itself provides no protection, but water and filth just rolls off of it. If damaged it will return to perfect condition by the following morning.

100cp

Climate Control

Upon being directed to any vehicle or building, this exceptional device self-installs and comfortably cool temperatures can be maintained indefinitely. This machine will never require maintenance. If you have the proper facilities and technological expertise it can be replicated. We assume no responsibility for the consequences of installing this on spacecraft.

Discount: Communists & Tourist **200cp**

Cold Hard Cash

Adds $20,000 to your personal funds and the same amount to the national treasury (if you're in a position of Tropican leadership). If you have a Swiss Bank Account, you may opt to place any percentage of the $20,000 that would be heading to the treasury into your own pockets instead.

Discount: Capitalists & Tourist **200cp**

Relic

An item with deep religious roots in your region, discovered on the same moment you we named the next ruler, giving further credence to your position of authority. The item is your choice, but any mystical powers it has been said to have were either greatly exaggerated or have waned with time. Only capable of minor magic.

Discount: Religious **200cp**

Phoney Degree

This slip of paper gives you whatever academic qualifications you may want. It doesn't confer any actual knowledge or intelligence, but comes pre-framed and looks great in an office. It cannot be identified as a forgery, though it won't stop people from question how you earned it if you make serious blunders. Every time you visit a new world, you can update the qualifications to whatever suits you.

Discount: Intellectuals **200cp**

Armory

Your island begins with a high-walled military facility that serves to store vehicles, hardware, and weaponry. It comes stocked with dozens of modern firearms that can be taken with you at the conclusion of the jump, regardless of the time period you begin in.

Free: Rebel
Discount: Militarists **200cp**

Conformist Windmills

You can convert one of your items into a zero-emissions device that only relies on wind power to run. Surprising, this doesn't affect its usefulness in the slightest. For 600cp, you gain the ability to bestow this quality on any devices or technology you possess.

Discount: Environmentalists **200cp+**

El Toucan

The Tropican Toucan is a beautiful bird, sadly extinct in the wild. This particular one was stolen from a zoo in Florida. Though your island has a wide variety of creatures, none are more iconic than this. It is exceptionally obedient and perfectly capable of getting food for itself. El Toucan brings luck to it's owner.

Discount: Environmentalists & Tourist **200cp**

Radio Free Tropico

Do you never tire of hearing about the exploits of you and your companions, and the effects these choices have on the common man? This fine radio only has one station, but it is keenly interested in the life of you and your closest allies. Even after you leave this world they continue to banter and discuss the things you do, as well as play some catchy latin tunes. You can request other varieties of music to be played up until your departure.

Discount: Loyalists **200cp**

Hola Presidente

A different option to listen to on your trusty radio. The host on this station is you, surprisingly enough! Each day you interview an important political figure or celebrity relevant to the setting you find yourself in. The show provides insight into various important characters in the world, and the host usually asks question you yourself are interested in knowing the answers to. Strange how you've never actually interviewed the guests though.

Discount: Loyalists **200cp**

Tavern

The preferred place for cultural and political gatherings of any self-respecting Tropican. After a few drinks any patrons will be ready to demonstrate their expertise in psychology, sociology, political science, and martial arts. Your island begins with a respectable tavern, and upon leaving you can take all the important bits with you (the alcohol). The wide variety of drinks return over time, and can easily manage the casual drinking of a dozen people.

Discount: Nationalists & Tourist **200cp**

Nightclub

Your island begins with a nightclub. This bright entertainment establishment provides drinks, dance, and music for Tropicans and tourists alike. It will draw famous American rock bands to play for one night every year, but otherwise hosts local bands. The neon lights and dancefloor never dim, and can be taken with you when you leave as any other equipment can, and will still somehow draw in local musicians to play if any are nearby.

Discount: Nationalists & Tourist **200cp**

Tropical Retreat

It would be a terrible shame to build up this wonderful nation to never see it again, wouldn't it? Whatever worlds you may visit later on, somewhere in the setting is a tiny autocratic nation that mirrors the one you built here. It isn't ruled by you nor is it protected from any destructive forces that might follow you here.

Discount: Tourist **400cp**

Drawbacks

Even on waters as pristine as Tropico's, it can't all be smooth sailing. Every time you take on a complication you gain the indicated number of choice points. These will make your time here more difficult, but if you are in desperate need of a bigger budget this is the only way. You can take as many drawbacks as you want, however the most amount of points you can gain is 600cp. After you've completed your time here the effects vanish.

Rebel

Well, it turns out you aren't a part of civilized society. You can recieve support from a maximum of two factions one of which must be communist. You begin without any legal authority and are a wanted criminal. You cannot leave the nation until you overthrow the current dictator, your minimum stay here is still ten years. He's actually a nice guy. Fellow companions imported as rebels. You're a little power-hungry with some misdirected vengeance ussues.

Alternate Origin

100cp

Ugly

People will have a hard time looking you in the face. On occasion you are mistaken for a camel at a distance due to your looks. Closer inspection reveals something much too unattractive to be a camel though, yet still identifiable as a human. Those with weak stomachs may request you to wear a bag over your head. Even the blind are put off by how bad you look. (Just kidding, there are no handicapped workers in Tropico; they don't help the workforce!!)

100cp

Flatulence

Though this might keep rebels from making attacks in close proximity, it is likely to keep away a lot of potential friends as well. Any personal guards will demand high wages, and most folks will be outright disgusted by the flatus your expel with alarming frequency.

100cp

Womanizer

You really enjoy having sex with women. Other than appreciating their bodies, you lose all respect for them – especially the ones that turn down your advances. In return, most intelligent women lose respect for you as well. Your tendencies are well-known around the islands and it upsets the religious community.

200cp

Faction Disaster

One of the factions on your island utterly loathes you. Roll 1d8 to determine the faction (pg2), a roll of seven gives you free choice however you may not choose the loyalists. Their distaste for you and your regime will persist for the entirety of your time here, any time you fail to do exactly what they want they will work to make life difficult. Furthermore, you may not select any perks from the faction that resents you.

200cp

Pirates

You exports will be stolen, as will imports to your island. There are dozens of gangs of pirates hidden around your island chain and you will never be able to exterminate them. They regularly make invasions of your settlements to kidnap your workforce for their own nefarious purposes. They cannot be reasoned with and are more than happy to set fire to buildings or kill those they can't kidnap.

200cp

Labourer

You will not be placed in a position of authority during your time here. In fact, you're quite lucky to be alive after your perceived crimes against the state. They are watching you closely now, and the slightest misstep or threat you pose will end with the army dragging you away or a simple forced disappearance. You must work at either the docks, farm, or a sweatshop, since you're not educated/smart enough for complicated work..

Alternate Origin

300cp

The Powers That Be

The divines have seen fit to bless you with a really picturesque mountain. Seriously, it looks great on postcards. A dangerous volcanic eruption will occur at least once for every 5 years you spend here. You also suffer a tragic number of earthquakes, tidal waves, and extreme weather. Blaspheming will immediately trigger a disaster.

300cp

Dynasty

You begin in the colonial period and must remain the official leader of your nation all the way through to the modern era. Losing the position of leadership becomes a failure condition, and you must assume leadership by 1710. This will place you on the island on the eve of 1700 where you begin your career as a governor. You must spend the next 300 years ensuring that you remain in power of the island.

400cp

After ten years...
One more choice remains

Vacation's Over

And it's time to go home. It's as though no time had passed since you left. If it weren't for all the abilites, equipments, and friends with you have it could almost have been a dream. Will you rebuild your nation here, or put your talents to other uses?

Viva Tropico

This is paradise, and as it's ruler there is no better place for you. The other nations acknowledge your superior leadership as an island dictator and offer up the additional archipelagoes in the region section as a gesture of goodwill. From here on the world is yours.

Next Mission

With your pockets just a little heavier for having visited here, you carry on to whatever world awaits. You retain all powers, items, and companions of course. Whatever world awaits next you can use what you've learned here to make it shine.