

FARMVILLE JUMPCHAIN CYOA

ver. 1.1

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Jumper, welcome to this new world that is based on Farmville. Yes, that game on Facebook created by Zynga that was so popular for so time, having everybody work on growing their blueberries and feeding their chickens.

Well, you won't be going into game, but instead into world that is more based on game, where you'll spend next 10 years farming. To help you with that you get free 1000 CP and can get additional CP from drawbacks. Good luck and be aware that there is loss condition involved.

Loss Conditions

During this Jump you need to maintain positive financial balance between money that you earn and money that you spend for your farms. If your financial balance ever goes into negative and you don't manage get it out of said negative balance in six months then you go bankrupt. Going bankrupt means you've lost this Jump's challenge. Thankfully Jump-Chan is feeling benevolent, so it doesn't mean end of your Jumpchain. Nevertheless, you move onto your next Jump without receiving anything from this Jump.

Origins

Everyone in this Jump is Farmer that appeared out of nowhere on his farm. But to make it a bit easier for you, you can pick up some Specializations. Yes, it is possible to pick out all of them.

As for your gender and age, pick whichever you like as long as it makes sense.

Specializations

You get to pick one of 100 CP Specialization for free.

Agronomy (-100 CP) – You specialize in agronomy, cultivation of plants for food, fuel and fiber. Just to keep it simpler, this includes large-scale crop farming and includes farming of all types of plants, like various grains, vegetables, fruits and flowers.

Trees (-100 CP) – Trees, bushes and vines are your specialization, growing in special orchards and used for production of fruits, wine, wood and other products. As a side-effect you're also forestry expert, making it easier to grow forest trees, although you still grow them in your orchards.

Animal Husbandry (-100 CP) – Your specialization is raising and breeding animals, anything from livestock, poultry and common pets to more exotic zoo and wildlife preserve animals, but nothing unique like various fantastical animals.

Aquaculture (-100 CP) – Farming on water includes farming of fish, crustaceans, molluscs, aquatic plants and algae. It is now your specialization. Keep in mind that this doesn't include hunting wild specimens.

Crafting (-100 CP) – Instead of specializing in actual farming you specialize more in creating various things from farming products, everything from cooking variety of foods out of ingredients, to making soaps and perfumes from flowers, to brewing teas and creating beers and wines.

Builder (-200 CP) – You specialize in building various infrastructure needed on farms, from garages and craft-shops to animal pens and storage silos.

Magical Farming (-200 CP) – Dragons & unicorns? Pixieberries & dragon vine? If it's not clear, you've decided to expand your farming to include plants and animals more at home in magical and fantasy worlds. Just hope that dragons don't decide that you'd make tasty meal.

Prehistoric Farming (-200 CP) – Dinosaurs and gigantic ferns? You've decided to expand your farming to include plants and animals that roamed Earth in prehistoric times. Hopefully you can outrun hungry T-rex.

Alien Farming (-200 CP) – You have decided to try your hand at farming with flora and fauna from different planets. Just be careful, you never know when something looking like a plant is actually more animal like and will decide to try eating you.

Genetic Engineering (-200 CP) – Hybrids like lilac daffy or straspberry are a bit difficult to create, good thing that you're an expert at genetic engineering then. Just be careful with what sort of hybrids you decide to create.

Perks

Horticulturist (-100 CP, free for Agronomy) – You are now expert at horticulture, knowing perfectly at what time certain crop has to be planter or harvested, what type of terrain is best for them, what sort of fertilizers to use and so on.

Mycologist (-200 CP, discount for Agronomy) – Mushrooms and other fungi are more difficult to grow, but luckily you are now expert at mycology, especially on how to exploit agriculturally, knowing all the tricks needed to make different types of fungi to grow.

Fertilization (-400 CP, discount for Agronomy) – Use of fertilizers results in your crops growing better and giving more produce. But getting your hands on right type of fertilizer can be quite a problem. Luckily, you've now became expert on mixing your own fertilizer from biological components like animal manure or plant parts that can't be used for anything else.

Greater Harvest (-600 CP, discount for Agronomy) – Not sure how you manage it, but somehow your crops now give you more produce than you'd expect, 1.5 of original one actually.

Forestry (-100 CP, free for Trees) – You are now forestry expert, knowing everything there is to know about trees, from where and how to plant them, how long to keep them growing, how to cultivate them to get most wood or fruit from them and so on.

Orchard Manager (-200 CP, discount for Trees) – Your Forestry knowledge is now expanded to include fruit trees as well as various vines and bushes. You now know how to plant them in your orchards to get most out of them in every possible way.

Sunlight Management (-400 CP, discount for Trees) – It's unclear how exactly you do this, but now you have this strange capability to plant your trees, bushes and vines in such way that each gets just the right amount of sunlight daily that it needs, even when physic laws shouldn't allow for it.

Ever-Blooming (-600 CP, discount for Trees) – For some reason trees, vines and bushes grown by you don't care much about seasonal cycles, as long as you can provide them protection against things like low temperatures and snow they will continually bloom through all year and constantly provide you with fruits, grapes and nuts.

Know Your Animals (-100 CP, free for Animal Husbandry) – You are now expert at knowing animals, which helps you be great at caring for them, knowing everything from their dietary needs to their sleeping cycles.

Butcher (-200 CP, discount for Animal Husbandry) – Being expert on animals is all nice and good, but it won't help you when time for their butchering arrives. Butchers cost quite a bit, but fortunately for you, you're trained as one yourself, saving you both money and time.

Veterinarian (-400 CP, discount for Animal Husbandry) – Just knowing needs of animals you're raising sometimes won't be enough. Sometimes they'll catch diseased or get injuries, but getting access to veterinarian each time takes time and also costs. Good thing then that you yourself are now veterinarian thanks to this perk.

Animal Whisperer (-600 CP, discount for Animal Husbandry) – Seems strange, but it is as if animals understand what you're telling them, appearing as if they're attentively listening to you and following whatever you tell them. Well, it is true, thanks to this perks, which turns you into animal whisperer. Good for calming down enraged or terrified animals, or for getting your pets to follow orders. Just keep in mind that it also makes it easier to get emotionally more attached to them.

It's All About Water (-100 CP, free for Aquaculture) – Aquaculture requires its own set of knowledge, after all it has to do things quite a bit differently. Good thing then that you're expert in all of that, should make it a bit easier to set everything up.

Fisherman (-200 CP, discount for Aquaculture) – Sometimes cultivating things on your own just doesn't work when it involved water animals and plants. After all, certain fishes need to live in large groups moving freely over large amounts of water out in wide open oceans, or large numbers of various species that need to live together in complex systems on reefs in order to survive and thrive. In cases like this going out and catching them on your own will be necessary, so it's great thing you are capable fisherman.

Isolated Pond (-400 CP, discount for Aquaculture) – One of biggest problems with aquaculture is that isolating areas away from wildlife is practically impossible, especially from smaller critters. To complicate it even more due to it all being in medium things like herbicides can't be used either. Luckily you have this special ability to set around your farming area magical barrier that will keep out all of the unwanted things.

Underwater Breathing (-600 CP, discount for Aquaculture) – I think that deciding to deal with aquaculture by actually farming deeply underwater is taking it a bit too far, but if you want to go that way, then don't let me stop you. Actually, here, take this perk to allow you to somehow breathe underwater, hopefully this will make things a bit easier for you. Just watch out for sharks.

Crafting Speciality (-100 CP, free for Crafting) – You are an expert in one of fields of crafting, be it cooking (generic no-specialization or regional specialization), wine-making, perfume creation, sewing or something similar.

Family Secrets (-200 CP, discount for Crafting) – Often families tends to pass secrets and tricks of their crafting speciality down from generation to generation, teaching younger members what it took their distant ancestors years to figure out. You have been taught such tricks and secrets as well, helping you edge out your competition in your crafting field.

Nimble Fingers (-400 CP, discount for Crafting) – Crafting often requires precision and speed in your fingers, which can be difficult when using various equipment. Luckily you don't have that problem, your fingers are now extremely nimble and fast. Why, it looks like thanks to this you're even managing to shave off some of crafting time.

Best Of The Best (-600 CP, discount for Crafting) – Things that you craft with your hands are top of the line. Cakes you've made are now best looking and best tasting, perfumes smell heavenly and your wines give you just appropriate amount of buzz without any unwanted hangover effects next morning no matter how much you drink.

Building Expert (-100 CP, free for Builder) – It would be a bit difficult to be builder and not know anything about building and construction. Luckily, with this you're now knowledgeable in all necessary things to get your job done.

Perfect Style (-200 CP, discount for Builder) – While right building are great boon to have on any farm, everybody nevertheless likes them to have appearance that fits into area and looks great. You have now become expert on creating buildings that do just that, fitting theme and style perfectly, standing out as much as you want and so on. This extends to making you great at exterior decoration and with a little bit of work could even be adapted for interior design.

Built To Last (-400 CP, discount for Builder) – You have special talent for creating buildings that last for as long as possible against various elements, anything from bad weather to earthquakes and human factor. Almost as if some sort of supernatural protection is extended to them because you built them.

Bigger Inside (-600 CP, discount for Builder) – Buildings that you create turn out to be magically bigger on the inside that their outside appearance indicates, as long as you spend same amount of building materials that building of such size would actually require.

Potion-Maker (-100 CP, free for Magical Farming) – You are expert at creating various potions that help you with your farming, from unwithering potions that save your produce if you accidentally let your crops to wither, to fertility potions that make chances of your animals successfully breeding much higher.

With A Little Bit Of Help (-200 CP, discount for Magical Farming) – More hands can do more in same amount of time. By spending a bit of mana you can now summon up to 8 fay-like beings that will be more than happy to help you deal with various tasks that need to be done on your farm. Just be careful, they require some sort of payment and if you don't provide it, they might curse you with bad luck.

Instantly Done (-400 CP, discount for Magical Farming) – Farming takes time and requires use of various equipment, but unfortunately all of this can also be pretty boring. Fortunately you can simply wave your hand and spend some mana to have various tasks on your farm completed instantly.

Insta-Grow (-600 CP, discount for Magical Farming) – All it takes is just a wave of your hand and appropriate amount of mana, but all of your crops immediately grow to harvestable stage and your animals to state for butchering.

Gatherer (-100 CP, free for Prehistoric Farming) – Our ancestors started out as gatherer and even after shifting to farming they've kept their knowledge and experience to know just what parts of their crops to harvest and which to leave for later, and how much to harvest, and so on. You've now acquired that sort of knowledge.

Hunter (-200 CP, discount for Prehistoric Farming) – Our ancestors were experts at hunting and this now transfers to you. You are now expert at tracking and killing wildlife, as well as in creating hunting equipment and setting up traps. As an added bonus you'll now always know when some dangerous predator is nearby and be ready to avoid becoming its next meal.

Domestication (-400 CP, discount for Prehistoric Farming) – Among greatest achievements of our ancestors is domestication of wolf into dog, followed by domestication of various other animals. Thanks to their knowledge you're now expert at domesticating wild animals and selectively breeding them in such way to get desired results as quickly as possible.

Divine Blessing (-600 CP, discount for Prehistoric Farming) – Sometimes it takes a little bit of divine help, but by ritualistically offering part of your produce to your divine patron you might get special boon for your farm, anything from better weather to more produce. Just be careful because by scorning your patron its revenge might be really bad.

Xenobiologist (-100 CP, free for Alien Farming) – Well, it would be a bit difficult to specialize in alien farming without knowing anything about alien lifeforms. Luckily you're expert in xenobiology, studying of alien lifeforms, and now know everything there is to know about flora and fauna you're trying to cultivate.

Farming on Unique Surfaces (200 CP, discount for Alien Farming) – Space is filled with strange sort of environments, so finding something familiar on which to do your farming might be difficult and even then cultivating alien flora and fauna would be impossible because of their unique requirements. Thankfully this perk makes you expert on farming on such unique environments, making your chances at success much higher.

Friendly Disposition (-400 CP, discount for Alien Farming) – Chances of you encountering friendly alien species are realistically pretty low. Even running into friendly ones represents problem of accidentally becoming their enemy due to lack of knowledge about their society. With this perk you won't have that problem anymore with potentially friendly aliens and with bit of luck might even turn antagonistic aliens into being neutral towards you.

Final Frontier (-600 CP, discount for Alien Farming) – Space is often called Final Frontier and if you're not careful enough it can become exactly that as there are many things out there. This perk gives you a bit of a luck boost so that you and your farms will miraculously just barely avoid problems like asteroids or mind-controlling spores.

Geneticist (-100 CP, free for Genetic Engineering) – In order to do some genetic engineering you've now become expert at genetics, knowing everything that needs to be known for you to start genetically enhancing plants and animals. Flowers will now have best-looking blooms, wood from trees will now have beautiful patterns, sheep wool will be extremely soft to touch and so on.

Hybridization (-200 CP, discount for Genetic Engineering) – Using your knowledge of genetics you can now start creating hybrids. Nothing that couldn't potentially be possible through selective breeding, although you obviously won't need centuries to get desired results. Things like lilac daffy or straspberry can now be created in months.

Genetically Modified Organisms (-400 CP, discount for Genetic Engineering) – You've decided to take your genetic engineering step further and started walking thin line between success and doom. Yes, you've decided to start creating genetically modified organisms (GMOs), one of most controversial topics not just in farming but in entire world. Transferring genes from one species into another and raising specimens with such genes is no problem for you, just be careful not to contaminate wilderness with these samples or you'll be doomed.

Should Have Been Impossible (-600 CP, discount for Genetic Engineering) – It's unclear to everyone else how you manage that, but somehow you have figured out how to create hybrids that shouldn't be capable of existing, not even with help of magic or alien DNA. Things like shark-octopus hybrid or crocodile-shark hybrid.

Generic Perks & Additional Specialization

Buy Menu & Express Delivery (free for Jumper) – As busy as you'll be with all of your farming tasks, it doesn't seem like it would be good idea to waste additional time by travelling to various shops and markets to buy things that you need. So you'll be getting this almost-magical buy menu, through which you can make necessary purchases for things for your farm and have them delivered to place of your choice on any of your farms. Anything from seeds, animals to various types of equipment can be purchased with this.

Farming Community (free for Jumper) – Having good relations with your fellow farmers is good idea, so this gives you access to farming community to exchange ideas and knowledge and otherwise help each other. Even more, if you send request for some basic equipment like building material or fertilizers and your farmer friend responds to help you, then both of you will magically receive that thing. Unfortunately this is limited only to one help request daily per friend and requests can't be for more than one item. You also can't ask your Companions for help with that.

Beekeeping (-100 CP) – Why not benefit a bit more from all these crops and trees you're growing? You're now beekeeper and thanks to bee hive you've set up in corner of your farm you're now producing honey as well. Who knows, bees are said to have positive effect on farms, maybe they'll also bring you a bit of good luck that will result in bigger harvest?

Regional Specialist (-200 CP) – Going from region to region there can be quite few differences in farming, starting with cultivation of different crops and leading to even different techniques. With purchase of this you've become such regional specialist for region of your choice. Additional purchases are discounted. Max of 5 purchases.

Holiday Specialist (-200 CP) – Instead of becoming regional specialist you have somehow managed to make your farm holiday-themed and have become specialist for cultivating plants and animals connected to your chosen holiday. Each purchase of this makes you expert on holiday of your choice. Additional purchases are discounted. Max of 5 purchases.

Hydroponics (-200 CP) – Looking into future, you've realized that hydroponics could be one of the new big things, so you've became expert on it. Just be careful about going entire too deeply into it because people are still pretty vary about eating hydroponically grown produce.

Mix-n-Match (-200 CP) – It might be easier to simply cultivate one type of crop at the time, but you decided to instead educate yourself on best ways to mixing and matching various types of crops to grow and in what succession to grow them.

Salesman (-200 CP) – You're now expert at selling your produce, which can be anything from raw crop harvests and animal meat to processed crafts like bread, perfumes and wine. You always manage to get best price for your products and sell everything that you want to sell.

Thematic Specialist (-300 CP) – Not satisfied with speciality options already available? Purchase of this will make you specialist in farming around one of themes not yet offered. Whatever you can think of – sweets? Clouds? Jungle? Whatever else. Additional purchases are discounted to 100 CP, for max of 3 purchases.

Farms

Home Farm (free for Jumper) – Each Jumper starts with square-shaped home farm, 140 meters x 140 meters of undeveloped land. You can set up things on it however you want, but keep in mind that you're limited to that size.

Home Farm Expansions (-50 CP per purchase) – You want more space? Each purchase of this gives additional 20 meters x 20 meters to your farm and can be purchased for any size up to 380 meters x 380 meters. If you don't purchase these expansion now then you'll be allowed to purchase them with money during Jump itself.

Additional Farms (special) – In Farmville player receives new farm every few weeks, so similar now holds true for you, but since you work on different time-scale it won't happen so often. Every 3 months you will now receive new farm, in different part of the world, size of 100 meters x 100 meters. To keep it simpler for you, you can travel between your farms by teleporting that takes up to few minutes. Each new farm will, unlike Home Farm, have theme of its own and to avoid complications, you are permitted to select these themes on your own, either something based on one of farms in game itself or anything comparable to it. Check out list of existing themes in Notes section. Alternatively, you can also pick your previous Jumps as themes for these additional Jumps.

Additional Farms Expansions (special) – Like your Home Farm these Additional Farms can be expanded as well, but only during Jump itself, with money that you earn in it. To avoid unnecessary problems like you going bankrupt due to overspending, each new expansion of additional 20 meters x 20 meters will

become available each 2 weeks, with maximum size to be possibly reached that way 300 meters x 300 meters of farm.

Farming Village (free with Helpers) – Well, bringing in all these Helpers means you need some space for where they'll live and unfortunately you can't really have them settle on your farm. So instead you get this farming village that is at its own, separate location, just big enough for homes for you and all of your Helpers.

Gear & Buildings

You get additional 600 CP to be spent only on Gear & Buildings.

Centrepiece Building (free on each farm) – What is that lying right next to your farm? This is centrepiece building, but unfortunately for you only foundations have been laid down and you'll have to do rest on your own. You'll find box that has notes on all you need to know how to complete it, including designs and instructions on how to make building materials. So you better get to work. As a bonus, once you complete first out of 10 stages you'll receive daily reward from it that will appear inside main room and will be even better with more completed stages. Anything from additional produce to crafting materials can appear, most likely what you'll find at least a little bit useful at that time.

Storage Cellar (free for Jumper) – Space can be sometimes problematic thing on farms, so you've been gifted with this storage cellar in which you can store up to 100 individual items. Strangely enough each of that items takes exactly same amount of storage inside cellar, no matter what its actual size is. For additional 50 CP you can expand storage limit of cellar for additional 50 items, for up to 1250 items. Alternatively, you can dig out that additional space in cellar on your own, but that will take time and effort. Each new farm starts with its own cellar.

Storage Silo (free for Jumper) – Just like Storage Cellar you also need place to store your produce and this Storage Silo is perfect for it. Starts out with enough space to store for up to 500 bushels of various produce. For 50 CP you can expand that storage limit for additional 250 bushels, for up to 2000 bushels. Alternatively you can expand it during Jump by expanding it with additional building materials, even if strangely enough it will only double in height after first expansion, simply getting magically bigger inside.

Starting Capital (-50 CP, first free for Jumper) – Running farm costs money and until you can produce some harvest it will be a bit difficult to earn any, so here is some starting capital to help you on your way. Each purchase of this gives you one time packet of $4.000.

Fences (-50 CP) – With purchase of this you get endless supply of fences to place on your farm and divide it into several areas. They will be useful to protect your crops from grazing animals or your grazing animals from wild predators.

Hay Bales (-50 CP) – Purchase of this gives you endless supply of hay bales of various shapes and colours. Maybe you can use them to decorate your farms?

Fuel (-50 CP) – Getting any sort of vehicle means that you will need some fuel to run them. While you could purchase that fuel in market for money you can instead purchase endless supply of it here.

Fertilizer (-50 CP) – Good fertilizer can be sometimes difficult to find and even more difficult to purchase, but luckily for you with purchase of this your farm will have endless supply of fertilizer.

Crafts Shop (-100 CP, first free for Crafter, others discounted) – Crafts Shop in which you can sell things that you've crafted. Comes with workroom in the back where you actually work on your crafting. Pick whichever works best with skills that you have, anything from bakery to spa and winery is possible.

Tractor/Seeder/Harvester (-100 CP each, first free for Agriculture and Aquaculture, others discounted) – Instead of doing all work by hands, why not use some farming vehicles to do it for you? Tractor to plow plots, seeder to seed or plant crops and harvester to harvest them. Modified versions for use in water can also be purchased.

Garage (-100 CP) – You can leave your various vehicles standing outside on your farm or you can instead purchase garage for them, which while taking a bit of farm's space ensures that your vehicles are protected against weather and animals.

Super Fertilizer (-100 CP) – Having endless supply of fertilizer is great, but even better is to have endless supply of super fertilizer, which is so good for your crops that they give you double the amount of produce.

Animal Pen (-100 CP, first free for Animal Husbandry, others discounted) – Purchase of this gives you animal pen in which you can place up to 20 animals of selected type. You select its animal type by yourself and it can be anything as generalized wildlife and livestock to anything as specific as horses, cows, or deers. For additional 50 CP you can expand holding space of your animal pen for additional 20 animals, with max of expansions for up to 100 animals per pen.

Orchard (-100 CP, first free for Trees, others discounted) – Purchase of this gives you orchard in which you can plant up to 20 trees, bushes or vines. For additional 50 CP you can expand holding space of it for additional 20 trees, but unfortunately for max of 40 trees altogether per orchard.

Beehive (-100 CP, fist free for Beekeeping, others discounted) – Get your own hive of bees on your farm and enjoy benefits that bees bring, like having your own honey. Some even say that bees bring good luck to farmers that take good care of them.

Box of Building Materials (-100 CP, first free for Builder, others discounted) – Magical box containing enough building materials for building one specific building, which you'll have to state loudly before opening box. Refills each month.

Packet of Potions (-100 CP, first free for Magical Farming, others discounted) – Packet of 20 magical potions of varying uses, including insta-grow potions, unwither potions and animal fertility potions. Refills each month.

Totem of Divine Guardian (-100 CP, first free for Prehistoric Farming, others discounted) – Magical totem of divine guardian watching over your farm. By giving it offerings in form of harvest, crafts and livestock you gain its blessing for your farm, with these ranging from minor effects like faster growth of crops, protection against crop parasites and such.

Greenhouse (-100 CP, first free for Genetic Engineering and Hydroponics, others discounted) – Cultivating genetically engineered plants can be quite dangerous, especially if they mix with non-modified samples. So to prevent that you can get this greenhouse that is magically expanded inside and allows you to grow equivalent amount to what you could grow on 20 meters x 20 meters outside. Alternatively, you can have your greenhouse modified for hydroponics.

Space Suit (-100 CP, free for Alien Farming) – Farming on alien worlds can be quite dangerous thing, as you never know what type of atmosphere they may have or what sorts of dangerous rays can hit you there. Thankfully with this Space Suit you won't have to worry about any of that.

Combine (-200 CP) – Instead of buying individual farming vehicles, which take space on farm or in garage, you can purchase combine, which can be used to execute all three basic farming tasks of plowing, seeding/planting and harvesting. Modified version for use in water can also be purchased.

Plane (-200 CP) – Potions to make your crops grow faster or instantly, potions to unwither your crops or maybe just watering your crops can be difficult to do and takes time. Thankfully, with purchase of this plane you can do it much faster, feels like almost instantly in comparison.

Box of Decorations (-200 CP) – Magically expanded box of decorations that are thematically appropriate for your farm. In it you can find anything from decorative gnomes and ornaments to topiaries and decorative buildings.

Animal Feed (-200 CP) – Endless supply of animal feed to feed your animals.

Lab (-200 CP) – If Greenhouse isn't enough for your work involving genetics, then this small laboratory is just what you need. Comes with top of line equipment and tech, including everything needed to keep your experiments from escaping. Unfortunately happens to be pretty small, big enough only for one person to work in it.

Package of Crop Seeds (-400 CP, discount for Horticulture) – Getting started can be much easier if you already have package of 20 different crop seeds that you can seed on your farm. Even better, it gets replenished once every 6 months with additional 20 seed packets.

Package of Animal Babies (-400 CP, discount for Animal Husbandry) – You get this magical package which holds 20 different animal babies to have you started on your work. Package even gets replenished once every 6 months with additional 20 animal babies. If you decide to limit yourself to thematically-appropriate animals they you can receive discount for this also with Magical, Alien or Prehistoric Farming or Aquaculture, but discounts don't stack.

Package of Tree Seedlings (-400 CP, discount for Trees) – Magical packet of 20 different tree, bush and vine seedlings to have you started on your orchards. It gets replenished every 6 months with additional 20 seedling. If you decide to limit yourself to thematically-appropriate trees, bushes and vines they you can receive discount for this also with Magical, Alien or Prehistoric Farming, but discounts don't stack.

Package of Crafting Good (-400 CP, discount for Crafting) – Magical packet of 20 different bushels of harvested produce, to have you started on your crafting. It gets replenished every 6 months with additional 20 different bushels.

Money Tree (-600 CP) – Looks like you've hit jackpot, but with purchase of this you get money tree which you can plant on your farm. By 'feeding' it money, you'll receive double the amount of it back in one year.

Double Produce Statue (-600 CP) – Place this magical statue on one of your farms and all of your farms will now give you magically doubled amount of harvest.

Unwither Ring (-600 CP) – Magical ring that you can place anywhere on your farm. When activated it will prevent your crops from withering and going bad.

Shipping License (-600 CP) – For some reason transportation of items, animals and trees between your farms is normally forbidden, but with help of this shipping license you can now do it freely.

Companions

Helpers (-100 CP/-300 CP) – You want some additional help on your farm? For 100 CP you can import up to 8 Companions, for 300 CP you can import as many Companions as you want. Each of them receives 800 CP to spend on Specialization, Perks and Gear & Buildings. They don't receive free Specialization, but get all appropriate other freebies and discount. If you picked Magic or Alien, then you can make them any appropriate non-humanoid race, otherwise they're automatically human. They don't receive additional CP for Gear & Buildings.

Canon Character (-50 CP) – Maybe you instead want to bring somebody from this strange world along with you, like Luna Brambletail or Ranger Zoe or Marcella or anybody else you met here? Each purchase of this option gives you chance to recruit one canon character and if they turn you down you can always try to recruit somebody else.

Drawbacks

No limit on how many drawbacks you can take, just be careful to not overdo it.

Unwanted Critters (variable) – Looks like your farm is experiencing waves of unwanted critters, anything from gophers and mice to deer and foxes, helping to your hard work and merrily eating your crops, fruits and animals. For 100 CP this is mere annoyance, few individual animals that can be caught and problem solved more or less, although they will eventually get replaced by new critters. For 200 CP you have to actively work on preventing them from causing trouble, with things like fences and traps helping. For 300 CP you'll need to figure out something more serious or entire herd of deer will eat your crops while you

try dealing with foxes and weasels attacking chickens in your coop. Luckily none of these are really that dangerous for you, at most just scratching you.

Dangerous Wildlife (+200 CP, requires Unwanted Critters) – Looks like wildlife has turned even more dangerous, besides annoying unwanted critters you now also have to watch out for more dangerous animals that will be pretty happy with turning you into their next meal. Scales along with Unwanted Critters, so be careful how you combine both of these.

Pen Escapes (variable) – Seems like your animal pens have a bit of a leaking issue, with animals managing to randomly escape for them. For 100 CP this is minor annoyance as few individual animals escape every so often, but can be caught pretty easily and damage to pens repaired. For 200 CP you'll have to be more active in preventing their attempts and keeping their damage down. For 300 CP you'll be forced to round up for full pens worth of animals that manage to escape. No matter what you do in any of these cases escapes will continue happening.

Lack of Fuel (+100 CP, requires at least one vehicle purchase) – For unexplained reason you always seem to have trouble with having enough fuel for your vehicles to do all necessary work on your farms. Either you run out before getting done or you simply can't purchase enough of it, but you'll never have enough of it, forcing you to do at least some work manually.

Lack of Storage Space (+100 CP) – Despite having storage cellars, storage silos, animal pens and orchards you manage to keep running out of space to store everything from gear and equipment to animals and tree seedlings.

Extended Stay (+100 CP per purchase) – Farming takes time and despite all of problems and troubles it has been giving you somehow it grow on you and now you find it relaxing. Nice sort of working vacation that you decide you'd like to extend for a bit longer. For each time you pick this you'll spend additional 5 years in this Jump, for up to 50 years of Jump's duration. You don't have to pick this drawback at beginning and can instead pick it at the end of Jump, but in that case you only get CP then and have to spend it immediately.

Unhelpful Neighbours (+100 CP/+200 CP) – Turns out that your neighbours are extremely unfriendly and unhelpful, never accepting any of your help requests and thus slowing down your work due to lack of equipment. For 200 CP this becomes even worse as they actively work on sabotaging you and your farming efforts.

Eco-Farming (+100 CP/+200 CP) – Everybody finds it too risky, but you have decided to take your chances and try your hand at ecological farming. This means you can't use any herbicides or vehicles in your farming, can use only naturally-based fertilizers, and have to do everything by hand and so on. What makes it even worse you can't even use magical means to help yourself. For +100 CP this is limited to only one farm, while for +200 CP it affects all of your farms.

Game World (+200 CP) – Instead of finding yourself in Jump based on Farmville game you somehow ended in actual game world. This means you now experience this reality with split attention, as if one part of you is sitting in front of computer playing game while another part is performing actions your game avatar should perform. Your sense of how time is passing is now completely screwed, plants and animals have strange growth times and so on.

Computer Troubles (+100 CP, requires Game World) – If being in Game World is not enough now you also seem to experience all the problems that come with playing games, from internet lag and mistaken clicks to requirements for installing new updates for your computers programs and even computer parts stopping working.

One of Copycats (+100 CP, requires Game World) – Instead of being thrown into Farmville-based world you now find yourself in one of those numerous copycat games that tried to bank on its early success. Hopefully you'll manage to get through it because you can expect to lack variety in available crop seeds and animals.

Holiday Insanity (+200 CP) – Whenever some big holiday like Halloween, Christmas or Easter comes up it seems that everybody goes insanely crazy about it, with markets suddenly getting overflowed with thematically-appropriate products, holiday music playing on radios, everybody wanting you to cultivate thematically appropriate plants and animals and make thematically appropriate crafts, and so on. First few times you won't even mind that much but by end of Jump you'll be ready to start pulling out your hair whenever some big holiday starts nearing.

Quests (+200 CP) – You've gotten caught in endless loop of quests and missions that you have to complete while working on your own farming plan. These quests involve cultivating specific plants and animals, crafting specific crafts and so on, luckily geared towards specializations you have. Unfortunately they appear to be extremely repetitive and as added annoyance you don't get any sort of break before you receive next quest after finish previous. Even worse is that they're all on time limit.

Golden Shovels & Hanging Gardens (+400 CP) – You've been given this annoying quest of clearing out Hanging Gardens. Doesn't sound like that troublesome? It is because you can use only Golden Shovels to do it and they will magically appear in your storage only if you perform variety of tasks on your farm. These tasks aren't any specific, so just by doing your standard farming you'll be gathering them, but perhaps you should try to figure out if some actions give more of shovels? Either way it will take quite some time before you manage to clear out these Hanging Gardens although if you succeed you can add them to your farms and use them for farming, getting 160 meters x 160 meters of additionally available space.

Terrible Weather (+600 CP) – Your farms seems to be experience bad luck with weather as they keep getting hit with weather you'd least like. Terrible storms followed by drought followed by too much rain and so on. You just barely recover from one before next problematic phase of weather hits.

Natural Disaster (+600 CP) – Earthquakes, hurricanes, floods, volcanoes, asteroids and so on. You seem to be some sort of walking radar for natural disasters to happen near you and cause you trouble on your farms.

Plagues (+600 CP) – Your farm has been cursed with plagues and nothing can escape that curse for long. Crops, trees and animals all can be affected by various sicknesses that they can catch and there is nothing you can do to stop it except to try your best to keep at least some produce instead of it all going to hell. Good luck with that.

Ending Rewards

Current Farms (free) – You get to bring your current farms acquired in this Jump along on your adventures, either as Warehouse Addition in its own dimensional bubble or adding them to some other dimension that you own. Farms can be combined into one or kept separate in their own individual bubbles.

Additional Farms (free) – In addition to bringing your current farms along on Jumps you will also receive new Additional Farm for each completed Jump, size 100 meter x 100 meters. You'll be able to expand it for additional 20 meters x 20 meters each year.

End Options

Stay Here

Go Home

Continue Jumping

Notes

Loss Condition simplified – if you go bankrupt you lose this Jump and move onto next one without anything that you purchased or acquired in this Jump.

Except for Centrepiece Building all other builds, decorations and items take up space on your farm, meaning that you have less place for actual farming. Farming Village also isn't located on any of your farms.

Once placed on farm items can't be transferred to other farms without ownership of Shipping License. Besides purchasing that with CP individual farm-specific ones can be acquired during Jump as rewards for doing various appropriate tasks.

Unless otherwise specified purchase of items available in Gear & Buildings section gives you only one of that item that is then automatically placed on starting farm. Additional items can be purchased in Jump with money.

Game World drawback effects are only illusionary, merely screwing Jumper's perspective instead of actually changing entire world.

Jumpers can use their own equipment, minions, etc. for farming.

Properties from prior Jumps, like Monopoly, can be placed wherever Jumper wants as long as they aren't on farms. Villages, towns, cities, whatever as long as it makes sense. After all there have to be people around that don't farm (somebody needs to use what you produce), so it makes sense that these exist.

All of farms acquired during Jump along with all modifications, including expansions, are part of ending reward. Options for what Jumper does with them include keeping them in dimensional bubble connected to Warehouse, combined with Biosphere or Jumper's dimensions or even inserted into future Jumps. Despite that this land can be used only for farming.

List of currently available farms in Farmville, if you want to check out existing themes:

http://www.farmvilledirt.com/2014/06/farmville-list-of-farms-by-release-date.html

Any other theme is possible as long as it makes some sort of sense.

Starting farm sizes – Home farm is 19.600 square meters a.k.a. 1 hectare and 96 are. Additional farms are 10.000 square meters a.k.a. 1 hectare.

