Rollercoaster Tycoon CYOA (Jumpchain-Compliant)

(Version doesn't even matter)

Well, this is an odd one. This world seems to be much like your own, but it seems more generic than that. You'll be spending ten years here, and... wait, what? You're running an amusement park? How does that- ...well then. Apparently, you'll need options for this, and some currency to buy them with, in the form of...

+1000 CP

That's all I can tell you before we start crunching the numbers. Let's see what attractions there are on offer, shall we? First, the basics! For free, you get:

1 Mascot – The symbol of your park, this can be any animal or mythological creature you've seen before! This will affect the theme of every attraction in the park!

1 Ticket Gate – Standing at the front of your park, this gate allows you to sell tickets and process visitors.

1 Park Grounds – What's a theme park without a place to put it, mm?

1 Park Name – Granted, it has to be capable of being made into a snazzy logo, and it has to be kid-friendly, but beyond that, anything goes!

1 Ferris Wheel – Because literally every park has one.

Cover-Ups – Because you can dispel rumors well, but if a death is actually witnessed, you'll need to pay... perhaps for their silence.

Alright, now for the fun part! Let's get into the real meat of this... just pick the attractions you'd like from the sections below, and get ready to entertain the masses! Note – you'll get one of everything you buy for each major section of your park, save for Subdivisions. Of course, if your park gets shut down,

you're headed home, as you're not likely to die here.

Section 1: Transport Rides

These rides are more means of getting from point A to point B, but with the right scenery, they can make for excellent draws as well. All size specifications are for your safety.

Elevator [50 CP] – This ride can only go up or down slowly, but is useful for providing access to underground rides or high hills, and you can add windows if you want guests to see decorations in the shafts. It can only reach a maximum of 250 meters above or below ground.

Miniature Railway [50 CP] – A steam-train-style train that moves in a circuit loop around your park, connecting any major subdivisions. Good scenery along the way will make it more exciting. They can be placed up to 10 meters above or below ground.

Chairlifts [50 CP] – Meant to transport visitors from place to place on chairs suspended from strong cables. They can only reach about 40 meters above the ground, and you'll have to connect the stations.

Monorail [50 CP] – A single-track train with sleek-looking cars, it is the fastest of these transport rides, capable of moving at 36 km/h. It can have a maximum of 4 stations at a maximum elevation of 9.8 meters.

River Rafts [50 CP] – Guidewheel-guided rafts that pull the guests down a river running around the park – they can watch well-made riverside scenery and disembark at a number of piers throughout the park. Its maximum elevation is 0 meters. Its minimum elevation is also 0 meters.

Section 2: Gentle Rides

Now here's something truly guest-getting! Between the little 'uns and the faint of heart, you'll not leave anyone out with attractions like this!

Maze [50 CP] – A hedge or mirror maze capable of extensive labyrinthine construction. Guests cannot leave until they find the exit.

Childrens' Playground [50 CP] – Featuring a spiral slide, it can fit into small spaces and is a nice place for the young'ins.

Haunted House [50 CP] – A malefic mansion filled with creepy corridors, scary stairwells, and rueful rooms! Give your patrons a fright with this haunted house, full of animatronics and holograms of your nocturnal nightmares from every dark dimension!

Bumper Cars [50 CP] – Bump 'em and book it, that's how this ride goes!

Carousel [50 CP] – A nice, relaxing, merry go-around ride!

Trampolines [50 CP] – A set of giant trampolines, bungee cords included!

Funhouse [100 CP] – A general sort of crawlspace (themed after your mascot OR a place you've been before) for children to play around in. It can even be made into a sort of pseudo-dungeon.

Laser Tag [200 CP] – A laser tag area, designed to comfortably hold 32 players at a time in a battleground good for team combat.

Section 3: Coasters

Of course, what would a park be without its main attraction – the roller coaster!

Wooden Coaster [100 CP] – The most basic form of roller coaster, it excites and draws guests nonetheless!

Steel Coaster [150 CP] – Capable of loops and whirls, this coaster is the average you'll find at theme parks.

Hyper Coaster [200 CP] – The most exciting a gravity/chain coaster can get – it's capable of just about every kind of twist and turn possible.

Inverted Roller Coaster [200 CP] – Rather than sitting in cars, the riders are held aloft in harnesses, which link to the track above them.

Reverse Freefall Coaster [250 CP] – Almost the same as the Hyper Coaster, with a new feature – a 90-degree drop after the coaster's first quarter, followed by the rest of the track. It is launched not by a chain, but by a series of Linear Induction Motors.

Section 4: Thrill Rides

While not coasters, these rides add a bit of spice to your park!

Bobsled [100 CP] – Much like a coaster, these sleds slide along a slippery route full of loops, twists, and turns, propelled and restrained only by gravity!

Twister [50 CP] – Shaped somewhat like an egg beater, it consists of three rotating buckets at the end of three rotating arms. These buckets can each seat 3 people, and buying this grants 3 per section.

Swinging Inverter Ship [100 CP] – This ship is attached to a rotating arm that makes it swing back and forth in the air, eventually doing several complete loops before slowing down and stopping again.

Go-Karts [200 CP] – The ultimate go-kart track, capable of circumnavigating the entire park if you wish! Loops and banks, even anti-gravity or underwater sections, and kart-disabling "weapons," you can have it all! You can theme it after whichever Subdivision its entrance is in, or you can even give it its own mascot!

Motion Simulator [200 CP] – When they called it a 4-D theater, they weren't kidding. Riders here will experience motion and simulated sounds, feelings, and thrills from a movie playback of one of your previous adventures. Each showing can even be a different one!

Launched Freefall [100 CP] – This set of chairs is rocketed into the air by hydraulic pistons, then drops back down at freefall (staying on the tower/track the whole time). Beware of vomit.

Section 5: Subdivisions

Here's where you'll specialize parts of your park (and get more land for it) for different purposes.

Main Street [Free] – The “opening” section of your park, themed after the founding period of your home country (whichever one you consider your true home, that is) and hosting a number of theme-neutral gift shops and restaurants, as well as any lost-and-found, Season Pass, or other such offices. This is the first part someone will see after they enter.

Waterworld [200 CP] – A vast water-ride area, complete with wave pool, water playground with giant dump bucket, and lazy river/inner tube cruise. Moreover, you can build up to four crazy waterslides in it at no extra cost.

Picnic Pavillion [100 CP] – A more peaceful area, accessed by its own mini-train line, meant more for cookouts, picnics, and business meetings. It'll be much easier to negotiate deals in this calmer environment.

Kid Zone [200 CP] – A blast of fun for those 9 or younger, this area is full of colorful, kooky, smaller versions of some of your larger rides. It also has a few games where plushies can be won.

Double Space [100 CP] – Normally, your Park would be about 50,000 m^3. Now it's 100,000 m^3. Have fun!

Wild World [200 CP] – Containing a petting zoo, aquarium, safari, and “nature trail”, this area emphasizes the outdoors and is sure to draw crowds!

Theater Town [200 CP] – Well, now! Here's a town you've seen before, with stage shows recreating your previous adventures there! Or, rather, it's The Theme Park Version. This can be based on ANY one town or city you've visited before, and it will have themed rides, games, and food booths as well. It may even have an arcade.

Sponsor Section [100 CP] – Well, here's an ad blitz that'll make you more money – an entire section of your park devoted to a single product or company, in exchange for some supplementary funding! This can be from any corporation or company you know of that is still extant when you run into it – i.e. still

has a living member of its hierarchy and working facilities. Said company cannot be one that you started or own most of, however.

Super Arcade [150 CP] – This is quite the gaming spot, eh? Not only does this arcade have more space, it can also host VR equipment! Sweet, huh?

Resort Hotel [200 CP] – Ah, here's where you can put stuff for the parents while their kids are at the Park! Five-star bedrooms, salons, barbeque areas, pools, saunas, gourmet bars, any number of things!

Lucky Spot [200 CP] – This is interesting – it's something like a kid-friendly casino. You can hold card game tournaments (of any kind PG-13 or below), comedy or musical acts, or even raffles here! For an extra 100 CP, you can host a special raffle here once a year, the winner of which will receive a copy of any ONE item or power that you have. On the last year, a winners' raffle will be held, the reward for which is that the winner (from amongst the nine) can travel with you if they want!

Multiple Mascots [100 CP] – Well, looks like you've got a whole team of animated representatives for your Park! Up to eight, in fact!

Section 6: Drawbacks

You can take up to +600 extra CP from Drawbacks – any additional Drawbacks are just for flavor.

Local Park [+100 CP] – For some reason, you never seem to attract visitors from outside of your local metropolitan area.

Lowest Common Denominator [+100 CP] – Wow, these guests are stupid. Almost “bad videogame AI” stupid.

Utter Mess [+200 CP] – Nothing here seems to stay clean! It's a massive pain, obviously.

Technical Difficulties [+200 CP] – It seems that every day, at least one of your rides will be completely defunct. It'll fix itself, but the next day, another will break down, and it'll always be the most popular one.

Legal Trouble [+300 CP] – There appear to be lawyers around here, sent by the authors behind the worlds you've seen, and they are not at all happy with your monetization of these works – and even if you kill them without anyone knowing, more will appear. It's only a matter of time.

Infestations [+300 CP] Every nook and cranny they can find on your rides, the creatures will make their nests. Wasps, biting flies, fire ants, brown recluses, taipans, anacondas and saltwater crocodiles in the wave pool... no exterminator will be able to eliminate these creatures in their entirety. To make matters worse, any Haunted Houses you have... are now actually haunted.

I WANT TO GET OFF MR. BONES' WILD RIDE [+600 CP] – The ultimate ride of terror, Mr. Bones' Wild Ride, has forced itself into your park. It hypnotically beckons guests to its gates, but abandon all hope, ye who enter here, for the ride never ends. This ride cannot be uninstalled. It cannot be destroyed. You cannot get rid of it or outsmart it, and at least a few guests WILL ignore any warnings you put before them. Naturally, lawyers will investigate this. However, this may have a benefit after all...

Warden of the Wild Ride [1000 CP, requires I WANT TO GET OFF MR. BONES' WILD RIDE] – At the end of the ten years you spend here, you will take a surprisingly quick trip on Mr.

Bones' Wild Ride, and when you meet its patron, he will offer you a deal. In exchange for this power, you will be his agent of doom in the other worlds your travel. Every ten years, you may send one unfortunate soul to the demiplane of Mr. Bones' Wild Ride for eternity, provided the following rules:

1. They have to fit in the car (as in, be about human-sized).
2. They have to be mortal (as in, even if you had no perks to kill them with).
3. You have to make physical contact.
4. No planet-destroyers, gods, or any such things.
5. You must truly consider them an enemy.

Regardless of your choices here, you have three options at the end of these years, and all Drawbacks are revoked.

Departure – You simply return home with all that you have earned, and your park appears

Season Pass – You remain in this world, with all you have earned, for the rest of your days. Back home, you merely disappeared.

The Chain Never Ends – You can't stop now, it's time to hit the next world with everything you've got!

Additional Notes:

1. Your Park appears in any subsequent worlds capable of sustaining a theme park, should you happen to leave. It will be run by a human version of your main mascot, and you'll receive a 20% cut of the profits.
2. Yes, you may make any Subdivision the main layout of the Park.
3. Yes, your Funhouse is allowed to be the size of a real fantasy dungeon.
4. Yes, you can have a Hall of Mirrors in your Funhouse that contains magic mirrors that show someone's true self, or what they'll be when they're older, or things like that.

5. Food stalls and in-Park restaurants are at your discretion.
6. Assume, in fact, that anything not specified in the document itself is up to you and your existing abilities.
7. Yes, you can do things like turn all of the park's employees into kemonomimi. No, none of the employees are Companions.
8. Make sure the whole family can enjoy, and have some fun yourself!
9. You can write in Jump-Chan visiting if you want – it's single-player, after all.