



Spore - Civilization Jump 1.0

By Orz

With the days of crude huts and spear wielding warriors a thing of the past, replaced by towering skyscrapers and great metal vehicles, it's time for civilization to take center stage. And hopefully, *your* civilization in particular. It's time to expand your people's territory one way or another, but will you work to keep the transfer of power as smooth and peaceful as possible or will you simply set the entire theater alight and declare yourself ruler of the ashes?

You have **1000 Choice Points**.

Origins

Religious

You are the head of a civilization that uses words and ideas to expand their influence. Be it through worship of Spode, the God That Will Come or something else entirely, your people seek dominion of this world in the name of spiritual enlightenment.

Economic

You are the head of a civilization that uses money to expand their influence. Be it through trade, simply bribing the enemy or some other method, your people seek dominion of this world in the name of their bank account.

Militaristic

You are the head of a civilization that uses raw force to expand their influence. Be it through bombs, guns or some other method, your people seek dominion of this world in the name of their country.

Perks

Religious

One Nation Under Spode (100 CP): You are one. Your people are tied together with binds of belief and faith. As long as they share a system of beliefs, be it a religion or a specific ideology, you will find that they're much more loyal to the group, with the effect's strength based on how strong their faith is.

Diplo Dervish (200 CP): Some might call it love bombing but you prefer to call it common courtesy. After all, they're going to join you soon enough anyway so you might as well cut to the chase and treat them like the close family members they soon will be. Such intense affection and camaraderie certainly leaves an impact when used, from a personal level all the way up to the relationships between nations.

Healing Aura (400 CP): Your people are truly righteous so doesn't it make sense that they would receive some aid from above? The concepts of healing and restoration have graced your people, especially around you, as the spiritual leader of them all. You'll find that damage done to living bodies, equipment and buildings will slowly repair itself in your presence and even outside of it your people will find their efforts to make repairs themselves enhanced, reducing the time required and increasing the quality of the end result of their restorative acts.

Welcome To The Family (600 CP): Welcoming a new city into the fold can get messy. After all, sometimes there's people there who don't agree with their new purpose, foolish enough to reject their coming enlightenment. Thankfully, there's ways of changing that! From simple words to the use of sacred herbs and chemicals, your people are talented in all kinds of methods of persuasion. And you know what they say about the *passion* of the freshly converted.

Economic

Employee Benefits (100 CP): As it turns out, people are a whole lot more loyal to the cause when they directly benefit from it. For your people, that fact is even more obvious, the prospect of an increased wealth, status and standard of living making them more loyal than ever. Funny thing, this can do wonders for international relations as well. Join up now and you'll receive...!

Ad Blitz (200 CP): You'll need more than a fancy pamphlet or commercial to convince the *really* smart shoppers. But how about ten? Or a hundred? Or a thousand? Even in the world of advertising, quantity has a quality all its own and with this perk that fact is further enhanced. Surely they'll change their mind after the 16,274th time!

Bribe Bomb (400 CP): Everybody has a price. It might be too high for most to be able to pay but it doesn't change that simple fact. Even the enemy's forces are susceptible to this law, allowing you to tempt them into turning on their comrades in return for a fat payout. Maybe they won't accept, but if you send the same offer to *all* of their soldiers, well, *someone* will take the offer, possibly even plenty of someones, and as a bonus the ensuing chaos will lower the amount of payouts you have to make.

The Almighty Sporebuck (600 CP): Money has a power all its own. A power that compels others and has a habit of making certain problems just *disappear*. Now, that even applies at a societal level! Irritating laws, obstructive bureaucracy and those ever-pesky ownership regulations can all be burned away with the expenditure of enough cash, and unlike in other cases of such obvious corruption the results will actually be a good thing for your people as a whole. After all, you know what they say: Greed is good!

Militaristic

Nationalistic Pride (100 CP): Other fools may need religion or pay to be truly loyal but *your* fools are much better than that! Burning with a patriotic fervor, your loyal followers are truly willing to lay down their lives for the glory of their nation. At least...that's what they claim. They'll likely prove to be a bit more *flexible* without other assurances. Still, a good foundation is always important when creating a great work such as yours.

Go Go Gadget BOMB! (200 CP): Necessity is the mother of invention and your people certainly take that fact to heart. The worse their situation, the more their backs are against the wall, the easier and more often they come up with new ideas and inventions, *especially* weapons. And for my next trick, I'll revolutionize revolution!

Manufactured Invulnerability (400 CP): Your people make Nokia and Tonka look like amateurs when it comes to building things to last. Whether it's from a raging blizzard or a hail of bullets, your people's buildings, vehicles and equipment can resist damage far better than others might expect, scaling with their natural resilience, allowing you to potentially use them for years without maintenance. With it? Your enemies might very well think your war machines are made of neutronium for how much they can damage them. Just remember the same cannot be said for the soldiers *inside* of the indestructible tank.

War Is My Occupation (600 CP): Do you know one of the main problems with conquering the planet? Spreading your forces thin. Thankfully, your people are incredibly talented when it comes to reducing issues like that, from managing occupation to organizing collaboration governments, your people will have their conquered territories not just pacified but working to further their domination of the globe in a fraction of the time that would be required otherwise.

Items

General

Spice Geysers (100 CP): Spice is a mysterious substance that seemingly comes from geysers in the ground. Discovering the exact details and uses for the stuff might require advanced technology and extensive study but for now all you need to know is that it's incredibly valuable and that a handful of geysers exist conveniently close to your capital city. A wonderful way of filling your nation's treasury, as long as you can keep them out of others' hands.

Religious

Popemobiles (100 CP): Hark! Hear the bells! This little device came to its inventor in a dream, a sonic generator capable of generating a wave that damages and disrupts nonliving material and electronics while inducing suggestibility in the living. It works best on animals, to the point of total (if temporary) control and comes with a set of vehicles that can make use of it, along with schematics for making more. You'll even get another set for a seaborne version when you're not landlocked and another flying one when your people discover the secret of powered flight.

Bread And Circuses (200 CP): This set of buildings, almost a district in of itself, provide all manner of varied entertainment for the masses, with the intention of improving their productivity, mood and loyalty to the nation. Whether you stick to the pure and austere methods of keeping spirits high like prayer and contemplation or allow more *sinful* diversions is, of course, up to you.

Black Cloud (400 CP): While it will be a joyous day indeed when all peoples of the world come together as one, today is not that day. Sometimes you will find that you must make an example of those truly astray and this device will do just that. Activating it will send a signal that randomly and chaotically disables power systems and other electronics in an area comparable to a large city, especially those connected to entertainment and diversion. In addition, a thick black fog will cover the skies and all manner of loathsome vermin will be called from the surrounding area. With such misery, surely they will see the folly of their current path.

Fanatical Uprising (600 CP): Do you really believe your people have only just now begun their journey to worldwide brotherhood? No. They have toiled for untold ages and in that time they have sown the seeds of enlightenment, secret organizations hiding in the shadows of the other nations of this world, waiting for the time to act. At your command, they will be able to provide a moment or two of distraction at a critical moment. With the proper funding and support, they will be able to provide so much more...

Economic

Tradetrucks (100 CP): If it works for ice cream trucks it should work for you, right? This set of particularly blinged-out vehicles is perfectly-suited for ramping up profits in whatever industry you point them out. Whether you send them to help out in a trade route, or deliver supplies for a specific company, you'll find that people flock to the sparkly spectacle, stirring up business in the process. They're even futureproofed with the schematics to make more, along with a seaborne version for when you have access to a coastline and an airborne one when your people discover powered flight. Now get out there and make some money!

Commercial Enterprises (200 CP): This set of buildings, almost a district in of itself, contain all manner of businesses and factories for everything from glassware to gold watches. Not only does this provide quite a bit of cash for the nation's coffers, ready for reinvestment, but it also gives you a constant stream of goods you can pawn off in trade routes with your neighbors!

Static Bomb (400 CP): Sometimes a deal goes bad and sometimes the other guy won't even listen to your pitch in the first place. When that happens, these little beauties can really save your bacon! Activating them will send out a pulse of energy that disables improperly shielded electronics, from vehicles and weapons to buildings and turrets. Perfect for getting a word in edgewise or making an opportunity for your boys to head for the hills!

Global Merger (600 CP): You know what massive buyouts and mergers cause equally massive amounts of other than profits? Paperwork. Paperwork and unexpected problems. Thankfully, you have a neat little box in your office full for every such roadblock. They're all dead simple, too. To the point of doing in a single page what an entire stack would normally do, allowing you to focus on the much more important things in life. Money, and the things you can buy with it.

Militaristic

Battlewagons (100 CP): But what good are plans of world conquest without an army to fulfill it? Well, you'll have to provide the soldiers on your own but these vehicles will do just fine, suitably armored and armed to the cutting edge of your nation's ability. You also have the schematics to make more, including seaborne equivalents for your naval pursuits and once your people discover powered flight, airborne ones. By land, sea or air the world will bow at your feet!

Military Industrial Complex (200 CP): Of course, an army cannot be run on vehicles alone and so this set of buildings, almost a district in of itself, contain factories and assembly lines for all manner of military goods, from personal weapons to armor and rations. Amateurs talk strategy. Professionals talk logistics.

Mighty Bomb (400 CP): Sometimes all you need is a really big boom. These little beauties are happy to provide, and can be set to trigger after a timer runs out or just from a heavy impact. The resulting explosion is sure to clear out the enemy forces or at least severely hamper them. Just be careful how you use them. Friendly fire *isn't*, after all.

ICBM (600 CP): A deceptively simple-looking factory, with but a single purpose. Namely, the creation of intercontinental ballistic missiles with a nuclear payload. A small cache of supplies is contained within its walls, enough to create a small test missile and all the needed order forms are there for obtaining more, if for a potentially ruinous cost. However, that's nowhere near as ruinous as the full-scale use of this factory's product would be to the world.



Companions

Cabinet Member (100 CP): You want to invite someone else to join you here? By all means, go right ahead. Each companion you import into this jump gets 600 CP to spend and an origin matching yours. They probably won't have the same amount of power over the nation as you but having competent help is a reward all on its own. Though maybe they can be your spouse or something?

Drawbacks

From Tribe To Civilization (+0): If you've completed the Spore - Tribe Jump, or otherwise happen to have access to a group of semi-primitive tribe members verging on becoming a full-on civilization that you wish to play as then feel free to import them as your civilization in this jump.

Pop Cap (+100): For some strange reason, the amount of vehicles your nation can field is tied to the number of houses your cities have. Not the *people*, but the housing itself. It's as annoying as it is bewildering and sure to get on your nerves.

Inclement Weather (+100): Storms, droughts, maybe even a hurricane or tornado or two. You should expect all of these in your future because nature isn't going to pull its punches. The only silver lining is that your civilization isn't the only one to have issues and even that is kind of a mixed blessing. Try not to get blown away.

Rowdy Barbarians (+100): For some reason, you'll find much more primitive tribes than you might otherwise...and almost all of them we'll be utterly hostile to you and your nation. Sure, they're only using primitive weapons like spears and bows but there really are a lot of them and quantity has a quality all its own. At least they can't pierce military-grade armor. Probably.

Enormous Epics (+200): Epic creatures, enormous beasts of such size and strength that they truly deserve the title. They also breathe fire for some reason. Normally they're quite rare but for some reason you'll find yourself encountering them on a semi-regular basis. Sure, the miracles of modern technology means that these beasts aren't as big of a threat as they once were but that doesn't mean they won't still cause damage before you can put them down.

Aliens!?! (+300): You are not alone in this universe! Semi-regularly, you'll find your planet visited by strange flying ships in a bewildering array of shapes and sizes. They'll act seemingly at random, often in ways that hamper your nation, from vaporizing large amounts of animals with advanced laser weaponry to burning confusing circles into your crop fields and abducting livestock...or even *people*. Sure, their ships probably have some really nice tech in them but do you really want to piss them off...?

X-Com (+200, Requires Aliens!?!): ...I told you not to piss them off! Whether it's because your people really did manage to take down one of these starships or just because of the aliens' natural malevolence, you'll find that your home is semi-regularly attacked by extraplanetary invaders intent on your destruction. At least it makes the perfect excuse for your species to unite. Too bad you'll probably *have to* if you don't want to get disintegrated or blown apart.

Ending

Stay Here

Go Home

Move On