

Welcome, Jumper, to the world of Generic City building Jump! In this jump, you will be the mayor of a newly zoned city, tasked with taking it from its humble beginnings as an empty field, empty forest, or simply empty wherever you are starting in, to a sprawling metropolis.

Over the next 10 years you will be taking a new city from scenery to metropolis, or anywhere in between. You will have to deal with crime, natural disasters, and the possible alien attack. If you succeed, then your city may rise to become the gemstone of a nation. Fail, and you will be forgotten, brushed aside as another person who just wasn't up to the task.

Location:

1. Coastal
You find yourself on a plot of land similar to the New England region of the United States. There is a small, if surprisingly deep, bay that you may be able to build around, and fish are plentiful in the ocean. Rain storms likely will be an issue while you are here.
2. Desert
You find yourself in an oasis in the middle of a desert similar to the Mojave Desert. There are few benefits to this location, but they exist. If you are willing to use your water for it, the land is surprisingly fertile. You could easily be the breadbasket for the region until the aquifer runs dry. Sandstorms will likely be an issue while you are here.
3. Plains
You find yourself in a large grassland similar to the Great Plains of the United States. The land is vast and mostly flat, allowing buildings to be constructed at a slightly lower cost, and enough land that sprawl is easily possible, if not the best option. You will likely have to deal with a tornado or two while you are here.
4. Mountains
You find yourself in a beautiful valley in the middle of a mountain range similar to the Rocky Mountains. While mineral wealth is waiting to be seized, you will have to deal with the downsides of your location: if you industrialize too much, smog may become an issue, and mining produces a lot of waste. You will likely have to deal with at least one blizzard while you are here.
5. Hills
You find yourself in on a large hill in the middle of a mountain range similar to the West Virginia's Appalachian Mountains. Coal will be plentiful, and the usable land produced by mining it will allow for expansion, but are you willing to sell something as filthy as coal? If you are not careful, mudslides will be an issue while you are here.
6. Bayou
You find yourself in a bayou similar to the Mississippi river delta. While building much of anything will be difficult, the wealth that you can bring in in the form of oil and natural gas wealth is immense. The land is also quite fertile. As a warning, erosion is a large risk, and developing too much with too little protection will cause issues, and you will have to deal with disease more than most other climates.
7. Rainforest
You find yourself in a rainforest similar to the Amazon. While the land has near limitless uses, the cost of clearing it will be prohibitive, and disease will be an issue. That said, if you want to build up industries ranging from logging to farming to

manufacturing, you will be able to. You will likely have to deal with forest fires, among other issues, while you are here.

8. Island

You find yourself on an island nation similar to the Windward Islands in the Caribbean. While tourism will come easy, space will be an issue, as will the frequent storms. Immigration will also be problematic.

Time period:

When you are is nearly as important as where you are, but I am not going to restrict you on that. You may choose for free, anywhere from 500 B.C. to 2100 A.D. Technology is limited

Background:

Your background covers two things: who you are and why you are the founder of this new city. If you don't like one or the other, wank your fan. **NOTE: The backgrounds are not restrictive. Just because you build a mining town as a Syndicate Paradise does not mean you will fail the jump. The syndicate will be really confused, but if you make money you make money.**

Roll 26 + 1d8 for age.

Drop In: Free

Your mind is your own, though you don't have any new experiences working in civil service. You will have to learn the exciting way what it means to help resolve issues ranging from people complaining about a neighbors tree losing leaves into their yard to a broken water main.

The Benefactor fixed any governmental documents about your new city, preventing any issues from you trying to make something that isn't a city into a city.

Work Project: 100 cp

You are a civil servant, and have been since you graduated from the local university with a degree in Civil Engineering with a focus in Municipal Engineering. After working with the federal Department of Transportation for a few years, you transferred to Simpopulous, a major city nearby, and worked in the department of urban planning. When you heard about the new work projects being planned, you applied for a job helping to run one, and were quickly chosen.

Your city is being founded primarily as a work project. That has its benefits, and its drawbacks. On one hand, you will have a decent chunk of federal funds sent your way to help expand the city, but on the other hand these types of work projects result in ghost cities.

Syndicate Paradise: 100 cp

You are a high ranking member of a crime syndicate who is looking to gain some more legitimate sources of income. After over a decade of devoted service to the family, moving from a peddler on the street all the way up to a high ranking adviser to the head, you have been chosen for your skills in... handling money.

In the past few years, Simtopia, the country you are based in, has issued an embargo against

Commietopia, a major tourist destination known for its gambling and cigars. Your city is being founded to fill that new void in the market.

Military Base: 100 cp

You grew up the son of a mid-ranking member of the ruling party of Commietopia. From an early age you were groomed in order to take your place as a city manager, being taught how best to settle disputes between environmental groups and industrial groups, or how to get the most out of local farms.

3 years into your first job you were chosen by the military of Commietopia to build a new Military Base in order to help project dominance to the surrounding area. You will have 1 year to build houses for the first wave of soldiers, with another wave coming each year until the base should be full at year 6. There are benefits to this, as the forced immigration will bring with it income that can be taxed, and allow for service industries that cater to the soldiers on the base, but the increased supervision and suspicion may also be an issue if you have any... abnormalities.

Perks:

City Perks:

Aquifer: 50 cp

Your new city is sitting on top of an aquifer. How this refills depends on where you are, with some basically not refilling at all, and others potentially having to deal with saltwater intrusion if you are not careful. Because I am feeling nice, the aquifer is a confined aquifer, meaning that it has a layer of clay, or something else impermeable, over top of it, in a sense protecting it from contamination.

Whitewater Madness: 50 cp per purchase, up to 3 purchases.

A river runs through your city. At one purchase, this is a small, scenic river that could be used to power a bit of the city if dammed, but is of no use for shipping. At two purchases, the river is large enough that if dredged it could be used for shipping, and can produce more power if dammed. At three purchases, the river can be used as is for shipping, though you may have trouble damming it. That said, you would be able to generate a lot of electricity if you succeeded.

Note that in mountains or hills, the cost of building locks will likely prohibit using a river for shipping, though it will increase the amount of power that can be generated.

Active Populous: 100 cp

The people who are attracted to your city tend to be very active in the community. This perk results in groups around the city having more involvement. A charity run may have 30% more locals than normal, or a soup kitchen may have a few more volunteers and a lot more donated food. The result of this is more community oriented people wanting to move to your city. You

tend to get donations from the citizens to make public buildings, like small outdoor theaters.

Talented Populous: 100 cp

The people who are attracted to your city tend to be very talented compared to other comparable cities. Your industries will be more efficient, your bars will have talented live music, and in general the quality of life will be improved by these people. As a result of the increased talent, businesses will want to be located out of your city as well.

Beautiful Scenery: 100 cp

The area in and around your city is significantly more beautiful than it otherwise would be. Pollution is reduced by 25%, and there seems to be more wildlife than normal, and said wildlife seems to be surprisingly non-destructive. Deer don't get hit as often, moles don't dig where they shouldn't, ect.

Sin City: 100 cp, Free Syndicate

Your city will be given a lot more leeway than normal in regards to how it treats vice. You will be able to set up casinos, brothels, and many other dens of sin. While this will not let you do anything detestable, it will give you a bit of leeway.

Walk-ability:

Your citizens naturally prize walk-ability of the city. This means that they will tend to avoid businesses that do dick things like build on the edge of the township next to you. This will make your city more compact, and raise the perceived quality of life.

Housing Subsidies: 150 cp

The Federal Government has a well advertised housing subsidy set up for sims that move to your new city. This will increase immigration, though you will still need to make jobs for these sims to work at when they get here.

Industrial Subsidies: 300 cp

The Federal Government has a very generous subsidy for any business that operates out of your city. While they will not move there unless there is a qualified workforce, you will have a very easy time attracting businesses once you have a workforce

General Perks:

Know the Lingo: 100 cp, Free Work Project, Syndicate Paradise, Military Base

You understand what it means when a plot of land is zoned residential 3, and why that is different from residential 2. While this doesn't give any skills or talents, understanding what is being talked about is a large part of understanding issues.

Discount Drop In:

Just another report: 100 cp, free drop in:

You are able to create a report or proposal up to 50 pages long at will. You must know everything that you plan to do in the report, this simply saves you time typing. For an additional undiscounted 50 cp, you can create a 20 megabyte thumb drive, or setting equivalent, containing the report instead of a stack of paper. You can only make 10 thumb drives per day.

How would that look over there: 100 cp, discounted drop in:

You are able to perfectly visualize how an area would look with certain changes. You will know exactly how your business loop will look if you go forward with that new sign ordinance, or how the hospital will fit in that residential district. This is based entirely off of your imagination, it is simply making your imagination more vivid when used to imagine how a location would look if changed.

Isometric View: 200 cp, discounted drop in:

While you are working on managing an area of land, you are able to view that land as if it were an isometric map. There are a few options that you can turn off and on at will, ranging from color coding plots of lands depending on how they are zoned, to color coding plots based off of property value.

Ah yes, the park: 200 cp, discount drop in:

If you are talking to someone about something you can remote view the location that they are talking about. This will not distract you from your conversation. This ability is only active for 10-15 seconds, and then cannot be reactivated for a few hours. It will not penetrate any more defenses than you would normally be able to.

Lets look at the finances: 400 cp, discounted drop in:

You can, at will, see all of the financial, environmental, logistical, ect. data for all of your organizations in the form of easily understandable spreadsheets. You can go as in depth as you want with this, only seeing high level information if you are just taking a glance, or seeing in depth reports if you are taking your time to study the information.

“Look, Maggie, ^{its Sue} just shut up.”: 400 cp, discounted drop in:

It doesn't matter how much you insult someone, your public image will not be affected unless you want it to be. Good for when someone comes in to complain about their neighbors stealing cucumbers out of their garden! This only effects insults and in general being rude. The person insulted will still not like you.

Shit, I'm out of money: 600 cp, discounted drop in:

You find it incredibly easy to gain capital on short notice. Whether you are taking out a loan or issuing a bond, you will be able to set everything up within hours, rather than weeks or months. You will still have to pay back these loans, you also seem to get scarily good rates, often much

lower than inflation. If you wanted, you could likely take out loans, stick them into an index fund, and pay the loans off with a small chunk of what you make.

And what should I put here?: 600 cp, discounted drop in:

You gain a small voice in your head that can give you advice as if from an expert in the field. Performing surgery? It will guide you through it so that you don't mess something up. Learning piano? It will be a great teacher. You can personalize the personality, but the default is a sassy, caring grandmother. The voice can be toggled at will.

Discount Work Project:

Lets put a road there: 100 cp, free work project:

You have a lot of talent accurately guessing how your cities or organizations will grow, allowing you to plan out their infrastructure and logistics to best cope with that growth.

And some trees there: 100 cp, discount work project:

You seem to always find the money to add an aesthetic touch to everything. A few extra trees and a statue to bring everything together will never break the budget. This will not effect things with a practical use, like a sparkly new canon for your tank.

And use some eminent domain: 200 cp, discount work project:

You have a lot easier time using eminent domain to accomplish projects. Normally you would have to deal with the one rich guy who hired a lawyer to prevent you from seizing his house to make a new strip club, but not anymore.

Tech Talks: 200 cp, discount work project:

You have an easier time organizing large conventions, and getting people to actually go to them. You can use this to give your city more visibility in certain industries, which will help businesses look your way when they decide to expand.

Maybe ease some regulations: 400 cp, discount work project:

You seem to have a lot more leeway in giving others leeway. You are able to let those in organizations you control mildly break laws with no reprisal. While you wouldn't be able to let someone get away with murder, you could easily let them get away with being a few ppm over their heavy metal emissions. Do note that heavy metals are, get this, toxic, and letting a business do something like that is really bad for people.

Smooth over the unrest: 400 cp, discount work project:

When people get angry, they riot. When people get happy, they riot. Now you are able to make those riots do less damage than normal. While before you would have to spend quite a bit of city money cleaning up after a good riot, now the damage is much less expensive.

Or possibly just make new ones: 600 cp, discount work project:

You have an easy time establishing new rules and regulations over industries even when you shouldn't have any control over them. While you can't require all businesses to be based out of your city, you will be able to require that they pass certain clean energy requirements moderately more restrictive than existing regulations.

Or make them work for you: 600 cp, discount work project:

See that riot out there? Yeah, the ultimate frisbee team lost. See that factory they're destroying? The owner is a douchebag whose been causing trouble. Now you are able to make riots work for you. If a mob of people is wrecking shit for the fun of it, then you are able to influence them in some way to get them wrecking shit you want wrecked. While this doesn't make them any better at it, I think you will be surprised at how good they are.

Discount Syndicate Paradise:

It's all in the wrist: 100 cp, free syndicate paradise:

You have an easier time obfuscating your financial records, making it easier to hide where money is coming from or going. This may not sound like much, but most auditors will take one look at these and decide you did nothing wrong, rather than deal with it.

Make them feds work for you: 100 cp, discount syndicate paradise:

You have an understanding of how you can lead the police, or setting equivalent, to harass and shut down your competition. You know how to make this both overt as a show of power, or covert as a precise tool. Just don't assume the police won't come after you eventually for something you have done.

No, call it "SimCity": 200 cp, discount syndicate paradise:

You are talented at presenting things in a way that evokes the desired emotions. If you wanted a zoo to come across as peaceful and family friendly, then you know just what to name it, and what the mascot should be.

Make it really flashy: 200 cp, discount syndicate paradise:

Shitty signs make an area look tacky at best, and shitty at worst. You know how to discourage the use of shitty video-signs from being used. In the future, this can apply to any precise form of advertising. While you couldn't use it to get rid of banner ads on the internet, you could easily get rid of ones with sound, or flash in some annoying way.

Go teach him a lesson: 400 cp, discount syndicate paradise:

Cheapskates trying to game your casinos is a problem. Baseball bats are the solution. The occasional discouragement will not result in petty things like "investigations," and tales of the mobsters who rule in the shadows will spread each time a sucker gets his punishment. This can

be used 1 time per week. You will rarely have to deal with the police as a result of having your bouncers beat the shit out of someone trying to game your organizations, and your story of what happened will quickly spread.

Even if you lose, you win: 400 cp, discount syndicate paradise:

People are more willing to bet their winnings against you. There is a chance that this can backfire, in the off chance that someone lets it ride on 31 black for a half hour without losing, but really, that just shouldn't happen.

Though just winning is best: 600 cp, discount syndicate paradise:

You, and those working for you, are more likely to win in your favor. If you have a dealer playing blackjack, they will take in twice as much as normal. Slot machines won't pay out as much. This is a wide-scale minor boost to luck, essentially, and post jump will function as such. Note that people finding out about this perk would likely be considered going against you.

Yeah, well maybe you are wrong: 600 cp, discount syndicate paradise:

You are able to structure your city or organization in such a way that people have a much easier time doing things that go against social norms, and not suffer any major backlash because of it. While this wouldn't allow people to get away with something truly detestable, it would still help soften whatever came from it. People are more likely to visit or work for your organization because of this.

Discount Military Base:

Just throw up some tenements: 100 cp, free military base:

You can get away with providing substandard housing to residents and employees as long as the wealthier and more powerful get quality housing.

Maybe some aesthetic tanks: 100 cp, discount military base:

You have an easier time designing military equipment in a way that is both effective and looks good. While this doesn't give you a better understanding of military tactics, it does synchronize with any perks that you do have.

Maybe they can help: 200 cp, discount military base:

You and your employees have an easier time convincing others to help with your projects for free, or cheaply. If there is a group of homeless nearby, they are almost always "willing" to help the cause. Quality will be minimally effected by this, with the biggest effects being from inexperience rather than people not wanting to work.

In fact, lets get some immigrants: 200 cp, discount military base:

You and your employees have an easier time convincing immigrants to come to your city, and to

work cheaply. You can easily get away with paying them well below minimum wage, though you should try not to get caught!

When my father finds out: 400 cp, discount military base:

You have an easy time finding friends in high places. If you are looking to help a business located in your city to expand into a new country, then you have a good chance of bumping into that country's trade minister when you next visit that country. While you still have to go somewhere where you may run into the person, this does help you get your foot in the door.

Just bring in the military: 400 cp, discount military base:

You have an easy time convincing local military groups to send soldiers to your city for one reason or another. Maybe you are being attacked by a giant bee or wasp, and need them to come and fight it off. Maybe you are trying to clean up the fallout from a mysterious reactor meltdown. It doesn't matter, they are simply more willing to come in. Additionally, you have an easier time convincing them to set up, or expand, a permanent base in the area.

Lets just fudge those numbers: 600 cp, discount military base:

You can fudge the numbers a bit, and the new number will be accurate. While you can only do this once every week, you can change the numbers on how much of a resource that you have or are producing by 1%, or the rate of poverty, crime, or a similar statistic by 0.5%. This can only affect a given material or value once.

As an example, if you enhanced 100 pounds of gold by 1%, you would now have 101 pounds. None of that 101 pounds can be effected by this ability again. If you were to gain another 100 pounds, so that you had 201 pounds total, and used this ability, you would have 202 pounds of gold total, as 101 pounds of that initial value would be ignored. If you effect the rate that things are being produced, then treat all resources coming out of the given production facility as having already been effected by this perk.

Who said I asked permission?: 600 cp, discount military base:

It is better to beg forgiveness than ask permission. At least, for you, anyway. You receive half of the normal punishment the first time you are caught breaking a law. Steal a bunch of cakes? You will only have to pay whatever penalty there is for half of them the first time you are caught. This applies to any crime that you commit up until you are first caught, so there is no need to worry about getting tried for some the things you did one year, and the rest the next.

Items:

Cash Money: 50 cp, 3 purchases free:

100,000 dollars equivalent of the local currency. Twice this amount is in the cities possession.

Government Assistance: 50 cp, 2 purchase free work project:

20,000 dollars equivalent per month to your city. Can be paid out either yearly or monthly.

Game Collection: 100 cp:

Get a collection of different city building games, including the SimCity series, Cities: Skylines, and others. DLC included.

Mayor's Mansion: 200 cp, discount military base:

a 4000 square foot home that will follow you between jumps. It is quite nice.

Intelligent Advisers: 300 cp, discount Work Project:

You have a team of 8 advisers that are willing and able to help manage different aspects of your city and businesses. They count as a companion, and any perks bought for them are divided up between them.

Chibi Alien: 400 cp, discount drop in:

You gain a pet alien or robot as if from one of the SimCity games, roughly 1 foot large in its longest dimension. It will adorably try and either break things or set them on fire if it gets bored. If you want, it can be treated as a companion for an additional, undiscounted 100 cp.

Drawbacks(Max of 600cp):

Wait, this place is so boring!: 0 cp:

Well alright then, you will regularly have unnatural disasters hit your town, and will have to clean up after them. This will also make other drawbacks more dangerous, except for "And things take time to do!" This is scaled to your power level to keep things interesting. Nerd.

And things take time to do!: 0 cp

Fine, you can build things in a matter of hours. People will notice, because that is weird. You will still have to settle the foundation before you can build. Well, you should settle the foundation, you can build things if you want them to fall down. Dork.

Besides, I don't want to leave: 0 cp

You can now stay here up to 150 years, or until your city gets to a population of 10 million, whichever comes first. If you die, then that is still considered losing the jump. If you lose your job, that is still considered losing the jump. People will notice that you have been mayor for 100 years unless you somehow prevent it. Don't take this if you don't have a way to live that long.

Disasters: 100 cp

You know those disasters that I noted you may have to deal with? Yeah, you will have to deal with them now. Islands will have to deal with regular storms and a few hurricanes, plains will have to deal with a few tornadoes each season, you get the picture

Money problems: 100 cp

You will always have half as much money as you should. Those property taxes on the new condo's? Instead of \$10,000, you will get \$5,000. Additionally, any money that you attempt to embezzle will quickly be found, and you will be tried.

Unhappy populous: 200 cp

The people of your city don't like you, and will regularly attempt to get you out of office. You will be required to hold annual elections every year, and if you lose then you will lose the jump. If you are caught rigging the election, you will be tried with election fraud, and if you are convicted then you will lose your job, and thus the jump.

Expansion: 200 cp

Instead of your normal location, you will be placed on an island similar to one of those that China is creating in the South China Sea. That is, your island will be a large sandbar artificially built on top of a coral reef. Your country will constantly attempt to use this to claim the surrounding ocean, and other countries will regularly tell them to fuck off. As a result of all this, your island will erode like a motherfucker, it will take ages to get the sand to settle to build anything that will last more than a month, and any imports will get harassed to the point where they just won't want to come. They will, but damn will it cost you. Good luck finding freshwater, as well, as any source of it that you purchased will now be as salty as the foreigners infringing on your countries sovereign territory.

Antagonistic lizard men: 300 cp

Not only is the federal government infiltrated by lizard people, but they do not want you to succeed. They are extremely good at plotting, and will use their psychic powers to work against you. For those of you planning on kidnapping lizard people to experiment on, their powers are locked to this jump.

No Taxation without representation: 300 cp

Your citizens are convinced that the federal government is taxing them unjustly. You will almost daily have to convince another person, or group of, that that isn't the case. If you don't, they will revolt, and you will lose your job, and thus the jump, if they do.

The End:

After 10 years, or however long you are here, you will be given the usual choice.

Go home, Stay here, or Move On

No matter what you choose, your city will always follow you in some way. It will retain setting equivalent versions of modifications, so if in one jump you made the city flying, then in a high magic setting it may be a magically flying city, where in a high tech setting it could be a city on a bunch of

anti-grav. If things wouldn't make sense in the setting, they will not be there. The only thing that remains mostly unchanged are those things that you have an emotional attachment to, though they still must be setting appropriate. If something is not setting appropriate, it will reappear the next jump that it is able to.