

-THE BATTLE OF- POLYTOPIA Gauntlet

Welcome to the world of Polytopia, jumper. Soon, you shall be arriving in a square planet the size of a small country, where you will take control of one of the 12 native tribes in their bid for power, as they each compete to become the strongest civilization.

From the throne room of your tribe's capital city, you will lead your people by building cities, overseeing battles and developing new technologies over the course of your time here. Make sure you keep an eye on your capital city, as if it is successfully conquered by an enemy tribe, you will lose the jump, even if they elect to spare your life.

To ensure you don't try and use your abilities to conquer this world single-handedly, you will lose your powers, items and access to your warehouse whilst you're in this world. All you'll have with you to face the oncoming war is your body-mod form, and anything you've purchased with your **stars** in this jump.



Speaking of which, you'll start with **0 stars**.

First, please choose the victory condition for this gauntlet.

Perfection - You will spend 30 months in this jump, and at the end of this time, you (and every other tribe) will be graded on your conquests, city developments, discoveries and more. If your overall score comes out first out of all 12 tribes, you will have won this gauntlet.

Domination - For the jumper who only accepts absolute victories. There shall be no time limit with this option. Your goal will be to wipe out every other tribe, burn down their cities and claim their territories as your own. Only when you are the last civilization still standing will you be granted your victory.

Next, please select the level of skill your enemy tribes will possess.

EASY (-100 Stars) - Your enemies seem to lack any kind of coherent overall strategy, instead acting according to their interests in the short-term with no regard for consequences further down the line. Even a basic level of foresight should be enough to give you a major edge in this difficulty.

NORMAL (0 Stars) - The default option. Your enemies each have their own strategies, which they pursue with varying degrees of competence. Some might even be intelligent enough to outmaneuver you, but every tribe will still have the possibility of making disastrous mistakes for you to capitalise on.

HARD (+200 Stars) - A greater challenge than you may be used to, enemy tribes in this difficulty are ruthless, cunningly balancing short-term goals and long-term interests to ensure they may conquer all who oppose them. Each move is calculated, and it's far too easy to walk into one of your opponent's traps if you act without caution.

CRAZY (+400 Stars) - Now you've done it. The strategies employed by the leaders of each tribe are reminiscent to those of chess grandmasters, perfectly predicting and countering your moves before you've even thought of making them. Take the extra points jumper, you'll need them.

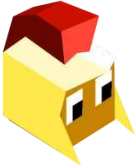
Now for the fun part: it's time to pick the tribe which you shall lead to victory. Choose wisely, for there is no way to change this selection once the jump has begun.

Xin-Xi



Inspired by legends of the Samurai, the Xin-Xi have started their journey high in the dense mountains, surrounded by beautiful cherry blossoms and pagodas which will soon rise into the sky under your guidance.

Imperius



The Imperius tribe shows clear signs of Greco-Roman influence, and their proud people live in stone cities positioned among huge mountains and green valleys. The climate in their capital city of Imperia is perfect for growing fruit.

Bardur



Surviving the harsh eternal winter of Barduria is not an easy task, but the people of Bardur seems to thrive there. With a hardy disposition and skill in hunting, this tribe is well-suited to dire conditions.

Oumaji



The seemingly unending, sun-blessed desert is the home of the Oumaji tribe. They are nomads, wandering the planes in search of land fertile enough to settle. To help with this, they have mastered the art of taming and riding the local animals.

Kickoo



Resembling real-world Polynesian tribes, the Kickoo live a relaxed lifestyle among white sandy beaches with coconut palms and an abundance of fruit and fish. With the other tribes closing in, it may be best to help them kick these habits - and fast.



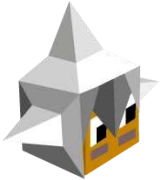
Hoodrick

The yellow autumn leaves of the Hoodrick woods are a perfect hideout for its peculiar mushroom-stuffing inhabitants. This tribe has mastered the art of archery, and have made a concentrated effort to avoid other civilizations up until now.



Luxidoor

The Luxidoor citizens have led very comfortable lives, draped in the finest purple silk and wallowing in decadence. But with the other tribes closing in, will they survive outside the walls of their beloved capital?



Vengir

Frowned upon by the other tribes and pushed back into the unpleasant wastelands, the Vengir have spent their time in isolation mastering the art of smithing. Armed with swords and armor, they are at last ready to fight back against their oppressors.



Zebasi

Zebasi thrive on the warm savannah, cultivating the rich soil to provide food for their mighty population. Although mostly consisting of simple farmers, their tribe is willing to put up a fight to keep their people safe in this dangerous world.



Ai-Mo

The tranquil and wise Ai-Mo tribe inhabits the harshest, windiest, and highest mountain range of the square, where they have found inner peace by meditating in the eternal evening light. Their current culture is strongly isolationist, but this may change with your involvement.

Quetzali



The Quetzali tribe worship the bird gods of the red soil and live in harmony with the natural symmetry of their cubistic jungles. They travel the lands by riding giant flightless birds, and now await your divine right leadership to guide them into greatness.

Aquarion



From the deep oceans a long lost civilization has recently emerged. Their extreme isolation has given them special aquatic abilities that are unknown to the other more human tribes, but they are still inexperienced in the ways of the surface world.

TBA



The 13th tribe, one which has come from another world. With this, you may import an existing civilization you already rule to use in this war. It will be shrunk down to match the starting size of the other tribes, and its populace will have any special powers reduced in effectiveness to give them only a slight advantage over the normal humans of this world. Whilst this option does not cost extra, it will prevent you gaining a free Technology like the other tribes.

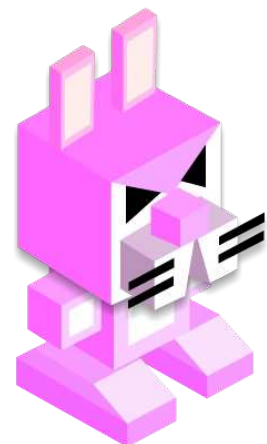
Before you can begin your spending, you'll need some stars - for this reason, you may choose drawbacks here with no limit.

P-Zombies (+0 Stars) - Since some jumpers might have moral issues with wiping out entire civilizations, this drawback makes it so your opposing tribes are filled with advanced AIs as opposed to sentient beings. Their strategies and reactions to events are still exactly the same as they would previously have been, but you can sleep soundly at night knowing you haven't actually committed multiple genocides. It's up to you whether this also applies to the people of your own tribe, so you can send them to their deaths without guilt.

Confined (+100 Stars) - Whilst you wouldn't usually want to leave your capital city as a matter of self-preservation, you might still wish to step out of your home occasionally to greet your citizens or just go for a nice walk. Unfortunately, you've been barred from leaving your palace or interacting with the wider world in any way other than giving orders. Expect to get used to the scenery of your throne room very quickly with this option.

Warmongers (+100 Stars) - Whilst every tribe in this world is prone to warfare by nature, some are still willing to temporarily respect borders and act peacefully with other civilizations. With this drawback, that is no longer the case, and other tribes will attack you on sight, outright ignoring any of your attempts at diplomacy.

Nature Bunnies (+100 Stars) - What are they? Where do they come from? Whilst you'll never learn the true answer to these questions, all you really need to know is that these monstrous bunnies will appear in your territory every few months, rampaging through your land and destroying any structures they pass by. A well-prepared army can still put them down, but there's no telling how much damage they can do in the meantime.



Diplomats (+100 Stars) - Your enemies would never usually consider longstanding treaties or armistices, and whilst that's still true with your puny tribe, they now see diplomatic approaches as a great idea when dealing with one another. Your enemies will often form mutual defense pacts or informally agree to come to one another's aid in case of invasions, leaving you forced to incur the wrath of their allies if you choose to invade.

Hearsay (+200 Stars) - Usually, you would possess an accurate map which is constantly updated by your advisors to tell you everything you need to know about the movements of troops and the status of cities within your territories. Now, you have no such conveniences, and must manually send out troops to enquire on what is happening outside the city walls, waiting for them to return and tell you the situation before you can plan your next move. If this takes too long, your advisors will still hear plenty of rumors for you to act upon, but this information is unreliable to say the least.

Turn-based (+200 Stars) - Your orders in this world must now be carried out one after the other - your people may not dedicate themselves to two courses of action at once. If you wanted to move two armies to trap your enemies, you'd have to first order one to move into position, and once that is done, send in the other to do the same. Of course, your enemies are not bound by these restrictions, and will take advantage of this weakness of yours. Be warned, a war on two fronts is a death wish with this drawback.

Rebellious Subjects (+200 Stars) - Did you think your subjects would be eternally loyal? You'll now have to consider the opinions of your citizens even when dealing the looming threats of foreign invaders. If they are displeased with you or feel like someone else could do a better job of leading their city, your tribe will not hesitate to rebel - giving other tribes the perfect opportunity to take advantage of your weakness. Being ousted will result in failing the gauntlet, even if your tribe continues to prosper.

Underhanded Tactics (+200 Stars) - This world operates off simple principles. Armies fight one another in open combat, making no effort to hide their positions or intentions as they make beelines for cities to siege. But the world has now changed - enemies will use every dirty trick they can think of to rise above the other tribes: they'll gather information with espionage, encourage social unrest in your cities to destroy them from within, and perhaps even make attempts on your life to destabilise your tribe. In situations like this, a bit of paranoia might be just what you need to stay alive.



Giant Problems (+200 Stars) - Giants are by far the most powerful units in this world, and for some reason your enemies seem to possess great numbers of them. You can be assured that any tribe you face will have armies filled with these towering soldiers, each once capable of slaying dozens of your own lowly troops before being felled.

The Treaty of Twelve Tribes (+300 Stars) - They said such a thing was impossible, and yet, it has happened. In an unbelievable act of good faith and teamwork, every tribe other than your own has agreed to work together, coalescing into a single unified group with the sole intention of absorbing the last civilization they have yet to claim - yours. To allow your tribe to join the superstate is a loss condition, and your refusal will not be taken well by the cities which are now your enemies. Surviving this would be an incredible challenge on the Easy difficulty, and bordering on the realm of impossibility for anything higher.

Hopefully, you've loaded up on stars. It's now time to spend them on Technologies to help you out in your conquests. Each one provides its benefits to you and every member of your tribe.

Climbing (-100 Stars, free Xin-Xi) - Both you and the people of your tribe have lived in mountains long enough to master the art of traversing them. Through these decades of climbing, you've gained the ability to move through mountains and similarly difficult terrain at the same rate that you would on normal ground (sometimes even faster), always knowing how to overcome roadblocks without ever slowing down or doubling back on yourself.



Organization (-100 Stars, free Imperius) - Knowing how to organize your tribe's resources is incredibly useful, and your people rely on this Technology to harvest food and distribute it effectively amongst the populace. You have also gained a great deal of skill in multitasking, and can work through dozens of problems and mental processes simultaneously without any loss of performance, making you akin to a human calculator.

Hunting (-100 Stars, free Bardur) - Your tribe subsists of the local fauna, slaying beasts and harvesting their meat with incredible efficiency. You're now a master at tracking animals of all kinds, and know exactly how to bait beasts and set up traps to capture them with minimal risk. This applies not only to mundane animals, but any unintelligent animalistic species in future settings.



Riding (-100 Stars, free Oumaji) - Long ago, your people learned to tame the wildlife around your homeland, and this knowledge has been passed down the generations, gaining more insight with each passing year. You are capable of taming almost any animalistic creature, and with time and proper training, you can make those beasts which can support your size into effective mounts.

Fishing (-100 Stars, free Kickoo) - You have a knack for fishing which causes you and your tribesmen to almost always hook the largest fish in the area when you dip your rod into the water, without any bait necessary. This does not guarantee you'll have the strength to pull up your catch, but even when not fishing, you'll occasionally find rare and valuable (but not unique) items appropriate to whatever setting you're in hidden away in rivers and ponds, just below the surface.

Archery (-100 Stars, free Hoodrick) - Just like Robin Hood and his band of Merry Men, you are a master at archery, able to shoot an apple off of somebody's head from well over 200 metres. Your skill at loading the bow is also almost inhuman, and you could nock and fire an arrow in under a second if you tried, although the risk of making a mistake is always present if you rush your shot too much.



Lap of Luxury (-100 Stars, free Luxidoor) - You've gained a taste for the finer things in life which has become apparent from just a glance. Any who look upon your visage now instinctively know that you are a person of aristocratic blood, who deserves to be treated with respect and dignity. This power might even be enough to get an audience with the king whilst dressed in rags in a more lax civilization. This does not prevent people from mistreating you, but people will be inclined against such acts given their hunch that you have the power to punish them if they were to do so.



Smithery (-100 Stars, free Vengir) - You and your tribe are masters at the forge, capable of crafting fine weapons and armor stronger than anything the other tribes could ever hope to create. In less practical applications of your skills, you can also masterfully engrave your metal possessions with gorgeous imagery, even if you lack artistic abilities outside of this perk.

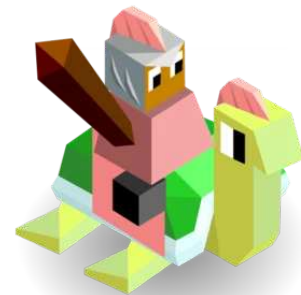
Farming (-100 Stars, free Zebasi) - Crops and other plants cultivated in your territories miraculously grow far quicker than those in other lands. Watermelons which would previously grow in 80 days at best will now be ripe in just 20, and this applies on a wide scale for all the land in your possession. In addition, these cultivated foods will be abnormally delicious, invigorating those who eat them and giving them motivation to do great things.

Meditation (-100 Stars, free Ai-Mo) - Years training in the mountains have granted you and your tribe the ability to perfectly empty your minds in meditation. You are in complete control of your emotions in most situations, and even in extreme circumstances, you can purge yourself of unwanted panic and fear by pausing for just a moment and taking a deep breath to enter your state of zen.



Shields (-100 Stars, free Quetzali) - From now on, anything you use to protect yourself becomes significantly more durable and resistant to damage. Shields will take countless direct blows without so much as a scratch, the sofa you hide behind will block the bullets which would otherwise go straight through, and any clothes will be as hard to pierce as if they were made of kevlar.

Aquatism (-100 Stars, free Aquarion) - Your tribe has evolved through their isolation in the sea to the point that they are barely human. Gills allow them to breathe in water as if it were air, and their bodies are adapted to swim at high speeds whilst being unharmed by the intense pressure deep underwater. Even if you are not of the Aquarion tribe, this perk provides you with an Aquarion alt-form.



Explorer (-100 Stars) - You're able to just stumble upon interesting situations and places with little effort or time on your part. If there were any old ruins or hidden villages nearby when you wandered into an unmapped land, you'd undoubtedly come across them sooner rather than later. Of course, this won't create new sites where they didn't exist before, so you'll likely have to step out of your comfort zone to make significant discoveries.

Mathematics (-100 Stars) - Your skill at building medieval-era contraptions is unmatched, and you can not only make devices like trebuchets and catapults, but could easily innovate and create more elaborate tools and machinery with nothing more than the wood, rope and metal easily available to your people.



Special Terrain (-100 Stars for each terrain)

You have a special place, somewhere you belong. Whether you're fleeing a pursuer, fighting an enemy, or just playing a game of chess, you always have a slight advantage over the opposition when you compete within an area that matches this terrain. This passive luck and competence boost is enough to give you a significant edge, but won't be enough to defeat an opponent you would otherwise have no chance against. You may choose territories from the four Technologies below.

Forestry - Applies to forests and wooded areas.

Mining - Applies to caves and underground tunnels.

Sailing - Applies to bodies of water.

Roads - Applies to urban areas like cities and large towns.



Construction (-100 Stars) - You are a master of architectural and structural design, able to build castles and palaces of incredible quality, carefully spotting and removing vulnerabilities from your designs to leave your works of architecture almost impossible to siege. This also ensures your tribe's capital city starts with a wall, making it more easily defensible against invasion.

Navigation (-100 Stars) - You've come into possession of an inhumanly powerful sense of direction. You will now never get lost, always knowing which direction you came from and where on the map you should have ended up from the route you took. With this power, you could escape the Minotaur's Labyrinth with no need for a trail of thread, even if you had been blindfolded on your way into the maze's depths.

Free Spirit (-200 Stars) - You are a free man (or woman), and everyone knows it. Organisations and groups will accept that you are not beholden to them when they recruit you, and will never try to punish or stop you for choosing to go your own way. You'll be able to leave secret societies without fear of being assassinated for the things you've learned, and juggle multiple jobs for competing businesses without any animosity.

Chivalry (-200 Stars) - Your noble nature carries you far in this world. As well as always knowing how to follow the chivalric code of conduct, you can compel others to follow these rules when you challenge them to a fight. In a one-on-one battle, you can demand that your opponent joins you in fighting as knights, and if they agree to do so (they'll instinctively understand your request), you will both be bound to battle with honor and dignity, unable to willingly break the honorable code of conduct you are both now bound to until one party is defeated. Any outside intervention will break this unwritten contract, and you can break it manually mid-battle if you would like.



And so the gauntlet comes to an end. Assuming you managed to accomplish your objective in this world, it's time to see the reward for your conquests...

Return of the Tribe (free) - Your tribe shall now follow you in future jumps in its entirety. A small country (very similar to the one you conquered in this gauntlet) shall be retroactively inserted into future settings in an unoccupied ocean, where your tribe rules with absolute power. The country is seen by the rest of the world as mostly isolationist, and have little bearing on global politics. They are capable of managing themselves, but accept your authority if you choose to get involved during the jump. Each tribe member possesses all the perks you purchased in this gauntlet, and cultural/legal changes to the way the tribe functions carry over between jumps, although the country's geography and structures on it reset. Alternatively, this country can become a warehouse attachment, causing changes to it to become persistent.

This war is over, but your journey is not finished.

Go now, jumper. Other worlds await you.