Free Cities Arcology Supplement

Jump by 9anon

Based on the Pregmod version with the Security Expansion enabled.

This is where you get to spend your choice points to customize your Arcology, both from your base stipend and the specific stipend from the Arcology item in the main document.

Location and Notes

You may freely decide where in the world your arcology is generally located, though your chosen Arcology Type will limit where your arcology's specific location can be. At the start of each jump, you may insert your arcology into a location of your choice, with its foundations and transport connections automatically adjusting to fit wherever you've set it down, although the latter doesn't automatically connect with existing infrastructure.

You can also choose how many arcologies are initially present in your Free City as long as the number is reasonable, with a default of 3 neighbors. Your arcology won't gain any neighbors when inserted into a new world.

It is up to you if the population of your arcology persists between jumps, are replaced at the start of each jump with a fresh slate of locals, or if you simply don't have any at the start of a jump beyond any companions and followers you decide to let live in your arcology. This choice may be made at the start of each jump, and you can choose to leave behind the unwilling, though you can't bring back any population you've left behind. When allowing the population to stick around during jump transitions, those who've immigrated are counted as a part of the population and the people who stick around don't need to be fiat-backed.

If you manage to acquire ownership over all the other arcologies in your Free City during your time here, you may choose to gain your entire Free City as a fiat-backed property. The whole cluster of arcologies benefits from the upgrades you purchase for your own arcology, but must be inserted nearby each other.

Between jumps, you may freely import, combine, and integrate other properties into and with your arcology and its constituent parts, as well as import, combine, or integrate it with any property that's large enough to hold your arcology. For example, you could combine a factory item with your Weapons Manufactory or something on the

scale of your arcology with the arcology itself, or insert a smaller property like a factory, shop, or mansion into a sector without having to completely reconfigure the sector around it. If needed, you can even separate them and/or recombine them later, so long as you do it between jumps.

By default, your arcology continues to use the Credit¤ when imported in future jumps, but you may choose to either automatically convert it to use the local currency or automatically set up a currency exchange service that perfectly converts the Credit¤ into local currencies and vice versa. The latter option is under your ownership, allowing you to easily skim off the top with service fees and “exchange rates”.

Regardless of whether you purchased or built a Farmyard, your arcology has an endless supply of basic, bland rations to keep the population from starving. Keeping them on these rations will obviously negatively impact morale, and probably public health due to minor malnutrition, which is where the Farmyard comes in as it provides fresh food for your populace.

Your arcology retains changes between jumps, and manual expansions of it count as a part of it for fiat-backing.

Structure

Type

Your arcology may have whatever architectural style you want.

Urban: Your arcology is one of a cluster that forms a Free City in the midst of an old world urban area, its bulk towering above the city around it.

Urban arcologies are unusually compact and lacking in manufacturing sectors, but start off with more apartments and thus more capacity for people.

Owing to being in the midst of major population centers, urban arcologies have a much easier access to said populations as well as the economies of the old world. This ensures a steady flow of new citizens and slaves, as well as an easier time getting your arcology's economy off the ground, but also makes it harder to maintain your arcology's unique culture.

Whether you consider it a boon or bane, the sheer amount of people available means that prices for slaves can be incredibly low and the market for slaves starts off with low demand relative to the glut of supply.

Urban arcologies start off with 27 Sectors - 3 Shops, 8 Apartments, 6 Dense Apartments, 6 Markets, 4 Manufacturing.

Rural: Your arcology is part of a cluster of arcologies and smaller structures that form a Free City in the middle of a barren wilderness, its bulk towering above the building around it.

Rural arcologies are rather spread out and somewhat lacking in market sectors, but start off with a strong manufacturing base.

As far as access to the old world, Rural arcologies are middle of the road in all aspects. While the flow of goods and people isn't severely restricted, you're still rather out of the way. This makes maintaining your arcology's unique culture easier than the busy Urban arcologies, but still harder than more isolated arcologies.

Being way out in the sticks means there's way fewer people nearby. Between the out-of-the-way location and the demand for labor, slaves are always at least somewhat valuable and the initial market price for them is rather high.

Rural arcologies start off with 24 Sectors - 3 Shops, 10 Apartments, 4 Markets, 7 Manufacturing.

Ravine: Your arcology is part of a cluster of arcologies and smaller structures that form a Free City in the depths of a deep ravine, its bulk just barely peeking above the cliffs of its home valley.

Ravine arcologies are largely subterranean, with only their top few levels not being surrounded by earth. These levels house the main economic sectors, where the Market sectors would usually be near the Manufacturing sectors at the bottom. Overall, this type features a decent mix of sector types.

While still on land, Ravine arcologies are incredibly isolated due to both their layout and remote locations. This limits access to the populations and economies of the old world, and makes slaves more expensive, but the isolation makes creating and maintaining a unique culture much easier than other terrestrial arcologies.

Ravine arcologies start off with 25 Sectors - 3 Shops, 12 Apartments, 5 Markets, 5 Manufacturing.

Marine: Your arcology is part of a cluster of arcologies that form a Free City near the seashore, its bulk rising above the shallow water all around it.

Marine arcologies are built onto the shallow continental shelves, fairly near the shore. This provides easy access to water-based transport and amazing views, leading to more markets and shops, as well as a couple blocks of apartments starting off on the more luxurious side of things.

Being in the water but still near the shore, Marine arcologies have a decent access to the markets of the old world thanks to seaborne shipping, but the flow of potential migrants is limited. This at least makes it easier to maintain your arcologies unique culture.

Marine arcologies start off with 26 Sectors - 4 Shops, 2 Luxury Apartments, 10 Apartments, 6 Markets, 4 Manufacturing.

Oceanic: Your arcology is part of a cluster of arcologies that form a Free City anchored over a seamount, its bulk rising above the blue water around it.

Oceanic arcologies are built in the middle of the ocean. This unique location attracts the wealthy, leading to a large number of luxury apartments to start off with.

This is the most isolated arcology type. Access to migrants and old world migrants is severely limited, and human resources are at a relative premium, but maintaining your arcology's unique culture is much easier.

Oceanic arcologies start out with 25 Sectors - 3 Shops, 4 Luxury Apartments, 8 Apartments, 5 Markets, 5 Manufacturing.

Sectors

Your arcology is roughly divided into a number of sectors, each with some speciality that represents the dominant purpose of what's built there.

This section is both a primer on what each sort of sector *is* and a way to change up what sorts of sectors you have. Unless otherwise noted, you may convert a sector to any other type or subtype for -50cp and you can have as many of a sector type as you like.

You may also purchase extra sectors for -50cp each, which may be of whatever type or subtype you want.

You aren't precluded from changing sectors manually, but purchasing them here makes them a part of your arcology's initial structure without needing to spend the time and credits.

You start the jump owning a little over half of the sectors in your arcology, prioritizing those you've paid to convert or upgrade.

All sectors have a base housing capacity of 500 people.

Apartments: Your arcology's residential areas. Each Apartments sector can house an additional 1000 people. This number includes both citizens and slaves, though the ratio depends on the subtype. This defaults to a decent mix of housing for citizens of all economic classes.

———**Dense Apartments**: A sector of Apartments specialized for dense occupancy by as many citizens as possible. This subtype allows for a great number of citizens, but there isn't much space for them to keep slaves and the relatively cheap housing attracts lower-class citizens.

———**Luxury Apartments**: A sector of Apartments improved for occupancy by the Free Cities' wealthiest citizens. This subtype doesn't have much space for citizens, but those living here have plenty of space to build out harems of slaves and the luxurious housing attracts higher-class citizens.

Manufacturing: Your arcology's service areas, and the most easily converted for whatever ends you have in mind. This defaults to a general-purpose industrial area that citizens can rent out for various forms of manufacturing.

———**Sweatshops:** A sector specialized for making intense use of menial slave labor. Lets you squeeze a little more value out of those slaves who aren't worth fucking.

———**Pens**: A sector designed to house hundreds of slaves for paying owners. Your own pens in the sector give you space for 500 more personally owned menial slaves.

———**Barracks**: You may convert a sector into a modern military facility that can eventually house and train a whole squadron of fighters, a proper center for your own military. This facility starts out rather spartan, though, only having enough space to quarter about 240 men. At base, you're able to fill out your ranks with menial slaves. You can only have 1 of this sector.

> If you've purchased **Mercenary Squadron**, it is free to convert a sector into a Barracks and you may fill out your military from that squadron.

If you've purchased **Security Drones**, you can fill out or equip your military with specialized combat drones.

For -50cp, you can expand the barracks the fit that whole squadron of fighters mentioned, which is about 1000 soldiers for reference.

For -50cp, you can increase the quality of life for your soldiers by improving their facilities with high-tech furnishings, advanced kitchen facilities, free access to digital media, and their own little brothel.

For -50cp, you can equip the barracks with a top-of-the-line training facility, so your soldiers can build up some experience before being thrown to the meat grinder.

For -50cp, you can equip the barracks with an advanced indoctrination facility, to instill great loyalty in those fighting for you.

For -50cp, you can attach the full breadth of upgrades to your squads. This includes intensive training to allow the officers to effectively command a greater number of men, state of the art weapons and equipment, commissars to ensure loyalty, and the inclusion of trained medics to reduce casualties. You don't need to apply all of these, like opting out of the commissars if you prefer to earn your troops loyalty through other means.

———**Dairy**: You may center a sector on a facility for milking the bodily fluids of slaves. By default, the Dairy is a comfortable and well-kept place that features nice rest areas for cows to lounge in after a milking, as well as exercise equipment to keep them healthy. It's meant to comfortably milk slaves who're at least broken in, feeding and cleaning them normally. It should be noted that this milking can include semen if desired and assigned slaves are capable of producing.

If you want a more industrial set up, you can have the milking machines equipped to hold slaves in place, forcefully feed them to ensure ideal nutrition and production, as well as sodomize semen-producing slaves to increase production.

For -50cp, you can upgrade the Dairy to support cow pregnancies, allowing for you to hire out their fertile wombs.

———**Farmyard**: You may convert a sector into an oasis of growth in the midst of the jungle of steel and concrete that is your arcology. This sector is capable of growing all sorts of plants and raising all sorts of animals, though it starts off with just basic water pumps and dirt fields. Obviously, this sector would be a great step towards making your arcology self-sufficient. You may only have one of these sectors.

For -50cp, you can upgrade your farming setup with the latest farming equipment and technology, plus supplies of specialized fertilizer and genetically-modified seeds.

For -50cp, the farm is upgraded to raise and care for a variety of animals. I'm sure your citizens will appreciate being able to buy locally-sourced pets and meat…and maybe the *shows* you put on, if zoophilia is allowed.

———**Weapons Manufacturing**: You may convert a sector in order to dedicate it to weapons manufacturing, research, and development. The output primarily outfits your own troops, but you can sell it to whoever you like for a decent profit, though that does

come with extra risks if you aren't picky about your buyers. This complex starts out rather basic, with the production being almost completely manual and the R&D being limited to weapons testing and small adjustments to the manufacturing process. You may only have one of these sectors.

For -50cp, you can upgrade the production to be completely handled by robots. Humans assigned to the complex occupy themselves exclusively with management and quality assurance.

For -50cp, you can upgrade the lab attached to the complex. The resulting lab is larger and has a complement of equipment and personnel that makes it a great beacon of military science.

Markets: A part of your arcology's concourse that's occupied by large stores and markets, many of which sell slaves.

———**Arcade**: You may center a sector around a sex arcade under your ownership. The standard Free Cities sex arcade is a pair of hallways that extend from the entrance, lined with doorless stalls like those in a public restroom. One hallway offers mouths, the other vaginas and anuses. Beyond the standard set up, you can specialize the arcade to either maximize the pleasure of visitors at the cost of the health of the inmates or keep the inmates healthy while milking them of useful fluids. You may only have one of this sector type.

For -50cp, you can upgrade your arcade with automated medical injectors to keep the inmates healthy in spite of the heavy use they'll likely undergo.

———**Arena**: You may center a sector around a fairly large, circular amphitheater, with the surrounding space filled with various combat training facilities. This arena starts out fairly unremarkable with a small space around the pit for an audience and a small room for fighters to store their equipment in. The rules of the fights, who's allowed to view them, whether the audience needs to bay to spectate, and how often fights occur are up to you. You may only have one of this sector type.

For -50cp, you can upgrade the arena's audience capacity and facilities for fighters. This encases the pit in large stands, offering a large space to watch fights from, and adds various facilities for fighters to rest and prepare between fights, plus high quality equipment stocked in multiple store rooms.

———**Corporate Market**: You may center a sector around your **Corporation**'s flagship slave market. It won't pay as much in rent, but provides a major discount to slaves you buy through it. On the off-chance your **Corporation** isn't involved in the slave trade at all, then this market adapts to whatever industries it *is* involved in. Either way, this establishment functions as your corporate HQ. You can only have one sector of this type, and only if you've purchased the **Corporation** item here or already have a similar item.

If you have purchased the **Corporation** item, it is free to convert a sector to the type.

———**Transport Hub**: You may convert a sector into a hub for incoming and outgoing transport. This includes a section dedicated to air travel, as well either docks or a whole rail setup depending on whether your arcology is marine or terrestrial. Both of those start out rather small and poorly equipped, limiting how well the hub can aid your arcology's economy. You can only have one of these sectors.

For -50cp, you can upgrade the airport to make it huge and well-equipped, allowing it to handle an impressive amount of traffic.

For -50cp, you can upgrade the surface transit system to make it huge in size and high tech, allowing it to handle an enormous amount of traffic.

For -50cp, you can equip your transport hub with a powerful surveillance system, a rapid response team that constantly patrols the facilities, and dedicated security drones that patrol the exterior. All this security helps mitigate the extra crime that comes with allowing so much traffic into your arcology.

For -50cp, you can reinforce your hub, allowing it to keep working even in the most extreme weather.

Shops: A sector of your arcology that's filled with a variety of small, higher-end shops, salons, brothels, and clubs.

———**Future Society Shops**: With this subtype, the sector's businesses are focused on one of your Future Societies, reinforcing your population's acceptance of one particular aspect of the New Normal that you wish to enforce. The exact details of how this affects the sector are up to the focused Future Society and your own policies.

———**Brothel**: You may center a sector around a brothel that's under your ownership. It's rather utilitarian, with a businesslike foyer that has an area for the merchandise to stand. Customers make their selection(s) and then lead them back to little rooms. You can set up custom advertising campaigns to improve the popularity of the establishment, though it's a good idea to tailor said campaigns to the variety of girls you've got available. You may only have one of this sector type.

For -50cp, you can equip the establishment with aphrodisiac injection systems that monitor the whores and adjust dosage to keep them healthy but desperately horny and hopelessly addicted.

———**Club**: You may center a sector around a club that's under your ownership. You can have this club do business normally, or you can staff it with sex slaves to spice things up. It's set up in an uncomplicated way, with a bar for drinks, a dance floor, and private rooms for sex. As with the Brothel, you can set up advertising campaigns to improve the establishment's popularity, and they'll be more effective if they're tailored to the variety of girls you have assigned here.

For -50cp, you can wire the club with unobtrusive personal data assistants to let your assigned slaves pass tips about enslavable people to your recruiter or personal assistant, improving your ability to acquire new slaves.

Facilities

[-100cp] **FCNN**: Free Cities News Network is exactly what it sounds like; a new network dedicated to reporting on the Free Cities and things happening within. By purchasing this upgrade, an affiliate station will be present in your arcology, which will eventually become the HQ when the company experiences some troubles during your time here. In gratitude for allowing them to continue business, they'll tailor their reporting to be favorable to your goals, while your citizens will appreciate your dedication to the freedom of the press.

[-100cp] **Propaganda Hub**: A surprisingly inconspicuous building that's dimly lit from the outside, though you can confidently enter its unassuming doorway. This building is the headquarters of your own personal intelligence agency. This includes complex media control to improve and maintain control over your arcology, propaganda campaigns to further whatever goals you may have, and a secret service who can play secret police to improve your arcology's security and/or infiltrate and control the local black market to give you a decent cut of the unauthorized profits.
Free to the Idle Wealthy, Venture Capitalists, and Celebrities.

[-100cp] **Riot Control Center**: Near your penthouse is a facility where dissidents and dangerous political forces present in your arcology are monitored and managed. Where the Propaganda Hub is covert, the Riot Control Center is overt. This facility comes with additional layers of protection and redundant systems for your arcology's key infrastructure and your assistant's CPU core, advanced riot equipment that allows your troops to fight without fear of collateral damage, rapid deployment riot units who can quickly eliminate influential rabble rousers, and a project to allow for free access the mass media in order to reduce unrest from the outset.

> For -100cp, you can have brain implants installed in all residents of your arcology, somehow without them noticing. These implants allow access to their thoughts and feelings, allowing for advanced surveillance and control of your arcology's population.

[-100cp] **Security HQ**: For your more day-to-day security concerns, you've got the security HQ. Internal and external surveillance systems to more easily find criminals and get an idea of those attacking the arcology, advanced systems to aid arcology law enforcement to investigate crimes, hardened computer systems to protect against cyberattacks, infrastructure to improve the deployment of your military in and around your arcology, and so on. Thanks to some upgrades, this facility is completely automated, requiring no personnel to run.
Free to Mercenaries, Slavers, and Gangsters.

[-100cp] **Slave School**: A slave school is an establishment that adopts slaves beneath the age of majority, training and modifying them so that they're a valuable sex slave

when they become old enough to be legally bought. Each school has its own specialty, focusing on one area while neglecting others.

This option settles a slave school campus in your arcology. This could be a branch campus from one of the reputable slave schools that have already established themselves across the Free Cities, or it could be the flagship campus for your own flavor of slave school that's strongly aligned with your own tastes and the culture of your arcology.

In either case, you have options for what to do with this school. Subsidizing it will ensure its continued growth and success, which will in turn contribute to the overall prosperity of your arcology. You'll also regularly receive opportunities to make notable contributions, which you can use to push for changes in the school's process or simply get some good press for supporting a local business.

Upgrades

[Free] **Security Drones**: Your arcology is host to legions of drones under the control of your personal assistant and equipped with non-lethal weaponry. This obviously enhances your arcology's security, making the apprehension of criminals and escaped slaves a cinch. They also act as a highly apparent deterrent for potential criminals, what with their constant patrols.

[-50cp] **FCTV**: You may have a Free Cities Television receiver installed in your arcology. This provides you and for citizens with a whole range of Free Cities programming. Think of your usual TV programs, just massively lewder and twisted by the various Future Societies cropping up among the Free Cities. The added benefit of purchasing this is that you have control over what sort of programming your arcology has access to, making it much easier to maintain your arcology's unique culture. You also retain access to all of this programming in other worlds, with new and interesting shows continuing to air.

[-100cp] **Infrastructure**: A variety of upgrades to your arcology's utility systems. This includes an advanced water reclamation system, huge swathes of solar panels arrayed along the outer surfaces, and massively enhanced energy transmission lines. Beyond not needing to put in the money and time to install all of these, purchasing this upgrade also ensures that your arcology always has enough power and water to function.

[-100cp] **Weather Cladding**: Sooner or later, environmental conditions are going to go to absolute shit. The kind of absolute shit that'll quickly wear down your arcology's structure and swiftly drain your resources with constant repairs. To prevent that, you can jacket your arcology with weather cladding, making it incredibly resistant to even the most absurd weather and environmental conditions. Unfortunately, this reinforcement is rather drab and ugly, so your populace will disapprove of it until weather conditions start getting *really* bad.

For -100cp, your arcology's weather cladding is gorgeously sculpted while still completely functional. Your populace will appreciate the beauty of it, even if they think you're overreacting at first.

[-200cp] **City of Freedom**: You know what they say about Vegas, or any other den of sin and debauchery? Well, that applies to your arcologies and other holdings. Outsiders are strangely okay with whatever strange culture is present in places that you rule, even if they would find them utterly abhorrent. This won't stop them from pestering you to change your ways, but it prevents those who absolutely oppose your values from immediately declaring war on you and your holdings. This protection only applies as

long as said *cultural activities* remain in your borders - get caught forcibly enslaving others outside of your borders, and you've likely got a war on your hands.

Penthouse

At the very top of your arcology is your penthouse: the seat of your power. It is several levels dedicated to your needs and your stable of personal sex slaves.

[Free] **Personal Assistant**: A loyal virtual intelligence who manages all the automated systems of your arcology and functions as the best secretary you could ask for. While its computer systems are housed somewhere in the main bulk of your arcology and it's otherwise functionally omnipresent, most of your interactions with it will be in your office.

Your Personal Assistant comes fully upgraded with incredible processing power. While still not a true AI, it is able to brute force simulate a personality quite well, predict what someone of a certain character might say or do in common situations, and a number of other applications like incredibly accurate economic predictions. It's open to your input on how its persona should be simulated, and comes with a variety of avatars it can use - which may be situationally altered to better fit the vision you have for your Free City's society.

For -50cp, you may import an existing VI or AI you have on hand in the place of your Personal Assistant.

[Free] **Master Suite**: Your personal living space, in the form of a huge and well-appointed apartment at the very top of your penthouse that's furnished in a refined-yet-practical style. The slaves assigned here live free of want or worry, and have everything except their freedom. Their only duties are to please you and look after the suite and one another.

You can refit the suite to center on either a huge bed where your personal toys can serve you and then cuddle afterwards, or a large recessed space where slaves can spend their days fucking each other. Basically, you either focus the suite on your slaves serving you, or focus it around group sex.

You can also upgrade your suite to support and encourage pregnancy, providing additional rest areas, better access to amenities, and a dedicated birthing chamber.

[Free] **Office**: Your personal office, furnished with a desk with a glass top interface through which you can rule over your arcology, a sturdy black leather couch to the side, and a display case behind your desk to store and show off various mementos. The floor is designed such that everyone must walk past your door to get anywhere, and all of the walls on this floor are glass so you can see your slaves go about their business.

[Free] **Dormitory**: This is where your sex slaves sleep and rest when they aren't assigned to a particular facility. The dorm is largely an open barracks, but there are a number of small private rooms for those slaves you favor.

[Free] **Auto Salon**: A whole salon complex that allows for the automated management of your slaves' appearances. This includes things like hair, makeup, nails, and skin color. Also included is the Body Mod studio, which does the same for piercings, tattoos, scars, and brands. Amazingly, the latter is able to remove all of those things just as easily as it can apply them.

[Free] **Wardrobe**: Your penthouse is equipped with a facility that allows for the production and recycling of apparel and accessories for your slaves and yourself. This includes things like gags, masks, headbands, corsets, dildos, plugs, vibrators, and so on. Your wardrobe starts off with patterns for all of the canon outfits, toys, and accessories, and you can easily add new patterns to the system - whether scanning in existing fashion or implementing your own designs.

[Free] **Remote Surgery**: A whole surgery suite, set up so that skilled surgeons can be brought in by telepresence to remotely operate on patients, plus a recovery area for patients that have already been operated on. The whole setup is relatively basic, but you can still modify your slaves with state-of-the-art plastic surgery and more. Implants, facial surgery, removing the ability to grow hair in specific places, and so on. And you can obviously use the suite yourself if you've got the skills or don't care about how much you harm your patients.

For -100cp, you can heavily upgrade and customize your Remote Surgery, vastly improving how effective and safe it is and allowing for more extreme and complicated surgeries. This upgrade is free to Surgeons.

For -50cp, you can upgrade your Penthouse's pregnancy monitoring systems. Beyond allowing your Assistant to keep incredibly accurate track of pregnancies happening within your Penthouse, this adds a scanner to your Remote Surgery that gives an accurate count of the number of fetuses in a slave's womb.

[Free] **Kitchen**: Separate from the personal kitchen in your Master Suite is the one your slaves use, although calling it a 'kitchen' may be a bit of a stretch. It is a room lined with nozzles that dispense liquid slave food and whatever drugs a slave is assigned to take, at least the ones that aren't injected. The slave food is laced with a minor aphrodisiac and leaves a slaves' butthole clean for penetration, but has the unfortunate side effect of eventually making a slave entirely dependent on it. Your kitchen never runs out of this slave food, though you aren't prevented from changing up the formula to get rid of unwanted effects or added new ones.

If you want, you can upgrade the food and drug dispensers into dildos that spurt the goods into your slaves. This is humiliating for slaves that still have their wits about them and aren't into being humiliated, though.

While your Penthouse comes with basic milkers to keep your lactating slaves from leaking everywhere, you can spend -100cp in order to outfit the whole complex with proper milking stations and an advanced fluid system. This upgrade allows for the collection and sale of various bodily fluids, including breast milk, semen, and even urine if you're into that kind of thing. Collected fluids can even be added to a slave's food.
This upgrade is free to Servants.

[-50cp] **Head Girl Suite**: A small but handsome suite next to yours, reserved for your Head Girl. For reference, your Head Girl is your right-hand slave who helps you manage your other slaves, including breaking them in and teaching them useful skills. This room is more luxurious than even the private rooms that lesser slaves may be assigned, befitting your Head Girl's position above your other slaves.

While assigned here, your Head Girl is noticeably better at her job, training your other slaves faster and having a much easier time keeping them in line.

[-50cp] **Bodyguard Armory**: A small armory next to your office where a slave assigned to guard you can store equipment and keep their skills sharp, as well as a small private room where they can rest while off duty.

Comes with a replenishing stock of combat equipment for your bodyguard's use. While assigned here, your Bodyguard is much more effective at her job and is able to quickly come to grips with it if she's untrained.

[-100cp] **Media Hub**: A small room wired into almost every camera in your arcology. From here, you and your personal assistant can edit, produce, and distribute pornography featuring your slaves going about their daily lives. This room also allows for superior control of a slave's pornographic content, allowing you to easily define what genre(s) they show up in during searches and ensure that they appear higher up in search results than they might normally.

And if you're wanting to make something *other* than porn, this room has all the equipment to make a perfect recording and editing studio.
This facility is free to Ex-Whores and Hackers.

[-50cp] **Schoolroom**: While experience is sometimes the best teacher, stuffing some theory into your slaves' heads beforehand can be a real help. In the Schoolroom, your slaves can learn the skills and knowledge that are foundational to their enthralled life. The Schoolroom comes equipped with advanced teaching tools to efficiently teach language and to help even the stupidest slave learn at an acceptable pace.

A full education here gives a slave a solid foundation in sexual skills, efficient and safe prostitution, the rudiments of courtesanship, and a functional level of fluency in your arcology's lingua franca. Though you are also free to adjust the curriculum as you wish.

Beyond the basics, your Schoolroom is also equipped with specialized programs to give your slaves the foundational knowledge and skills to fulfill the various roles you can assign them to, whether combat training for a Bodyguard or leadership training for a Head Girl.

The success of your Schoolroom is largely dependent on the teacher - your Personal Assistant is better than nothing, while hands-on training from an experienced teacher is better - but students here tend to learn much faster than normal regardless of your choice of assignments.

[-50cp] **Spa**: A place for your slaves to relax and recover, equipped with all kinds of luxuries. Hot tubs and massage tables for slaves looking to relax, a colder pool with pool toys and a small water slide for those who want to play. It even has state of the art temperature treatment options, from hot and cold mineral water pools to baking saunas and dense steam rooms.

While a decently skilled attendant can improve the speed at which people recover from mental damage and stress, this place is capable of allowing people to return to sanity on its own. Even a girl that has been through the worst the Free Cities have to offer can come back to her senses with enough time here.

[-50cp] **Clinic**: You can have the recovery area of your Remote Surgery expanded into a well-equipped modern medical facility. Each patient has their own area, with heavy automation to provide them treatment without any need for human intervention. This facility is additionally equipped with powerful medical scanners and a sampling system that can estimate carcinogenic damage in a patient's body.

While this facility is largely automated and people largely recover much faster while staying here, the appointment of a skilled nurse will greatly aid the recovery rate of patients and provide them a bit of human contact.

For -50cp, you can equip the Clinic with a highly advanced dialysis system that can filter pretty much any impurity out of a patient's blood. This process is unpleasant and will leave the patient ill, but removes the buildup of damaging impurities from long term use of some of the drugs available to you.

[-50cp] **Servant's Quarters**: A separate living area for slaves assigned to serve other slaves and generally keep the penthouse clean and intact. It has its own little dorm, kitchen, and communal bathroom. Comes with enhanced monitoring systems that make the slaves assigned here work harder, improving their obedience and efficiency in the process.

The appointment of a skilled stewardess would see that efficiency raised even higher, greatly reducing the maintenance of your slaves and penthouse in the process.

[-50cp] **Cellblock**: You can have a part of the lower level of your penthouse converted into a hallway of cells to confine slaves in. The cells could be mistaken for a modern prison, if not for the restraints in each cell that hold inmates in sexually compromising positions, as well as compliance systems to force them to place their wrists and ankles in them. These systems also come upgraded, allowing inmates no mental respite and painstakingly correcting the tiniest misbehaviors to soften their personality flaws…at the cost of considerable mental anguish.
This whole process becomes a lot more efficient with the appointment of a skilled wardeness.

[-100cp] **Incubation Chamber**: A clean, cold hall designed to be lined with tanks and their connected monitoring systems, the Incubator is a specialized facility dedicated to rapidly aging children. This facility comes with 1 tank that can age a child at the rate of 1 month of development for each passing week, automatically ejecting the child at a desired physical age. Unfortunately, beyond an imprinting system that leaves the child either attached to or dependent on you, the tank's monitoring systems are rather basic - leaving the incubated children frail, weak, and emaciated from their rapid growth.
For -100cp, the Incubator can come fully upgraded. The installed tanks age their residents 1 year for each passing week, and they have the proper systems to let you control the weight, musculature, and reproductive systems of your children. If you wanted, you can have incubated children pop out of their tanks overweight, musclebound, and with overactive reproductive systems…or just at a normal level of weight and fitness, with an active reproductive system at a much earlier physical age than normal. It even comes equipped with 10 tanks, instead of just 1.

[-100cp] **Pharmaceutical Fabricator**: An attachment to your Remote Surgery that allows for the cheap and quick production of the various pharmaceuticals you may use on your slaves, provided you've got the data necessary. Comes with formulae for all the basic pharmaceuticals present in the game.
Even better, though, the Fabricator you get with this option doesn't require materials to function, unless the pharmaceutical you've set it to generate requires something other than mundane materials. The extract of some unique plant or an artificial chemical that requires a lengthy and costly process to be created is fine, but materials with a supernatural nature are beyond this Fabricator's ability to generate.
For -50cp, you get all of the upgraded formulae for your Fabricator, save for the formulae unlocked through Future Societies.

[-100cp] **Prosthetics Lab**: All the equipment you need for the attachment and maintenance of prosthetics, as well as a whole floor set up to research and manufacture new prosthetics. This facility starts off with basic upgrades that allow for your Assistant

to assist and direct up to 50 employees, as well as a selection of basic prosthetics and interfaces for them to reverse engineer.

For -100cp, your lab gets a full staff of dedicated scientists and engineers who work out of loyalty instead of for a salary, a full selection of prosthetics and interfaces to reverse engineer, and even a selection of schematics for various implants.

[-100cp] **Gene Lab**: A gene lab that's capable of fully mapping a slave's genes, identifying genetic traits and abnormalities. It even includes methods for correcting or adding flaws to a slave's genome, or otherwise modifying them if you have the necessary data. Comes with data on how to optimize a slave's body for fluid production, induce various genetic anomalies, and change the flavor of a slave's fluids.
This facility also facilitates human cloning, both creating whole clones through implantation in a surrogate mother and cloning specific organs in an organ farm.

For -100cp, you also get data on permanently reversing aging and the creation of biological catgirls.

Future Societies

With the cultural mores of the old world crumbling, and being functionally dead within the Free Cities themselves, there's room for both old and new ideas to emerge and take root. You've taken advantage to influence the culture of your Free City according to your own desires and beliefs.

Your first Future Society is free, and you may purchase others at -50cp each.
If you acquired your arcology through social engineering, you may select two additional Future Societies for free.

You may take liberties with the details of the Future Societies that you purchase. Examples include applying appearance preferences to different strata of society, and taking Body Purism in a less stringent form that allows for bodily enhancements as long as they aren't obvious or result in a more 'perfect' human form.

Beyond whatever Future Societies you decide to implement, you can make a number of other decisions about the details of your arcology's society and your own policy- things like encouraging of incest, deciding the legal ages of adulthood and sexual slavery, which sexes may be sex slaves and whether that includes transitioned individuals, choosing if slaves can retire and when, slave market regulations, sexual trendsetting to strongly influence the preferences of your people and what acts they get up to, and more.

Unlike changes to your arcology's culture made after starting this jump, your choices here are immutable within the eyes of the populace. You may selectively extend your arcology's culture to influence other populations within your dominion, whether outlying settlements you conquer in this jump or that fantasy kingdom you bought in another jump. That influence includes the boons of any Future Societies that you apply to those populations.

Asset Expansionism: Your society has a strong hunger for huge assets of all types, though primarily tits and ass. The larger the assets, the more attractive and valuable the slave.

> ***Boon***: Those under the influence of this FS have a massive enhancement to how large their *assets* can grow, and how easily that happens. Growth hormones have a great efficacy when applied to them, and their bodies can handle impressively large implants with no health risks.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Asset Expansion SMR: In order to be sold in your arcology, slaves must have their assets expanded. Growth hormones are the default method, but implants are fine too depending on other aspects of your society.

Research: Provides access to targeted growth hormones that are much more powerful than standard, capable of rapidly expanding the intended assets to ridiculous degrees, as well as meal additives that prevent the natural shrinking of assets.
Mutually exclusive with Slimness Enthusiasm.

Body Purism: Your society implicitly believes in the unattractive nature of implants and cosmetic surgery. They disapprove of piercings and tattoos, while approving of slaves with clear skin and a natural appearance.

> ***Boon***: The citizens and slaves in your society are much healthier and much more beautiful for their adherence to bodily purity. In addition to health crises being rare, the residents of your society slowly grow to be 2 points more attractive on the 10-point scale than they'd normally be, even if they'd already be a 9/10 or 10/10.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Body Purity SMR: In order to be sold in your arcology, slaves will be stripped of implants and body modifications.
>
> Drug Purity Mandate: All drugs in your arcology are subjected to rigorous testing for purity. The drugs that pass the tests are safer and less damaging, but the extra development time can hurt your arcology's prosperity.

Mutually exclusive with Transformation Fetishism.

Chattel Religionism: Your society believes implicitly in a religion centered around slaveholding traditions. They approve of modest clothing (by default), high devotion, slave marriages while disapproving of slutty clothing (by default). Being at the center of your own cult, this FS makes it much easier to gain the devotion of your slaves and strongly bolsters your reputation.

> ***Boon***: You've already founded the religion as its prophet. Beyond slavery being a central tenant, you're free to define your religion as you like. Your subjects, slaves and citizens alike, hold an unbreakable faith in you.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Consecration by Public Use SMR: In order to be sold in your arcology, slaves must be offered for public use for a single day.
>
> Official Religion: You're enshrined as the prophet of a vibrant slaveowning religion. This policy isn't technically optional, for obvious reasons.
>
> Holy Nudism: The clothing standards of your society shift from modesty to exposure, allowing nudity and certain sorts of revealing clothing to be considered acceptable attire.
>
> Religious Activities Subsidy: You provide economic support for religious activities following your official dogma, providing you greater authority as a result.

Mutually exclusive with Multiculturalism.

Degradationism: Your society implicitly believes that slaves are not human and that they should be thoroughly degraded. They approve of slaves ruled through fear, being treated roughly, heavy tattoos and piercings, and slaves being stupid and uneducated. The only slaves that should be trusting of their master are those at the top of the slave hierarchy.

> ***Boon***: The slaves in your society are able to survive much harsher treatment than they normally could, and they never grow accustomed to their treatment - so the same methods can be used to keep them cowed almost indefinitely.

Example Policies: Not absolutely required, but will be popular with your citizens.

Agonizing Induction SMR: Slave markets are required to punish new slaves severely simply to introduce them to pain.

Live Target Drills: Disobedient slaves are used as live targets at shooting ranges. Allows your military to sharpen their skills at the cost of slaves.

Universal Arcade Access Mandate: Slaveowners are required to allow their menial slaves to use the sex arcades.

Mutually exclusive with Paternalism.

Eugenics: Your society is convinced that strict control on breeding is the way to save humanity, preferring the quality of a small Elite breeding exclusively over the quantity of Repopulationism.

Your arcology's society is now split into 5 social classes; slave, low class citizens, chosen slaves, elite citizens, and the Societal Elite. That last one is a group of individuals with vast connections and wealth attracted to your arcology by the promise of a society built around them. Low class citizens are encouraged to face testing in order to join the ranks of the elite citizens, though the cost of failing the test is sterilization; a detail that's not revealed until testing is complete.

Slave reproduction is highly disapproved of, with pregnant slaves being considered much less beautiful than normal: Sterilizing slaves is the norm. And even if you get a slave approved for breeding, only you or other elites should be the one(s) to impregnate her. Approved slaves also face restrictions in what activities and treatments they may participate in, given their new value as broodmares for the Elite.

If you happen to be female, carrying the child of an Elite is an easy way to make them happy.

As a part of the Elite, your arcology's population respects you more, though you share control with your fellow Elites to a certain degree. You're still the leader, but you need to keep your fellow Elites happy, lest they start using their influence to make things difficult for you.

Boon: In societies under the influence of this FS, breeding consistently results in higher quality offspring as long as those breeding are among the elites of society, either those already influential or those that have passed tests to be among a select few. Each subsequent generation is smarter, healthier, and stronger than the last. And inbreeding among the elite and chosen doesn't have the usual drawbacks.

Example Policies: Not absolutely required, but will be popular with your citizens.

Elite Breeder Eligibility: Slaves that pass very strict tests may be permitted for use by the Elites to bear their children.

Elite Officers: The officers of your military are exclusively recruited from the Elites of your acology. Good for the morale of militia units, bad for the morale of slave conscripts.

Population Control SMR: In order to be sold in your arcology, slave ovaries and testicles must be removed.

Taxation of Fertile Non-Elite: Fertile citizens who aren't part of society's Elite face higher taxes and rent.

Mutually exclusive with Repopulation Efforts.

Gender Radicalism: Your society implicitly believes in a radical redefinition of gender that identifies the powerful as male and everyone else as female. They approve of the hormonal and surgical feminization of slaves, as well as slaves with dicks. This is the FS for you if you like traps, femboys, futa, trans, male pregnancy, and other such inversions and subversions of gender and sex norms.

Boon: The realities of gender and sex don't really apply to societies under the influence of this FS. Cross-sex hormones don't have their normal drawbacks, your preferred forms of inversions and subversions can occur naturally, and so on. Indeed, if you wanted, a person's masculine and feminine aspects may scale with their relative dominance and power.

Example Policies: Not absolutely required, but will be popular with your citizens.

Bottom Heavy Radicalism: Your society appreciates broad hips, plush asses, big buttholes, and skilled sphincters, improving the perceived beauty of slaves with such characteristics.

Cock and Balls Focused Radicalism: Your society appreciates stiff dicks and swinging balls, improving the perceived beauty of slaves with such characteristics.

Fashionable Feminine Aspiration: Your society appreciates turning slaves into elegant 'girls' with just the right amount of T&A, improving the perceived beauty of slaves that match that description.

Femboy Focused Radicalism: Your society appreciates cute, flat chested slaves with small male genitals and no vagina, improving the perceived beauty of slaves who match that description.

Futanari Focused Radicalism: Your society venerates slaves with both dicks and pussies, improving the perceived beauty of slaves with both sets of genitalia.

Research: Comes with the data necessary to clone and implant modified uteri and ovaries that allow for anal pregnancy.

Mutually exclusive with Gender Traditionalism.

Gender Traditionalism: Your society implicitly believes in the need to preserve traditional gender roles. This includes a societal preference for feminine slaves and support for slave pregnancy.

Boon: Men are men, and women are women - simple as. Feminine men and masculine women simply don't crop up naturally in societies under the influence of this FS, and any who enter find themselves aligning with their biological sex. As for intersex individuals, they aren't born naturally and any who enter find themselves slowly becoming whichever sex they're most aligned with.

Example Policies: Not absolutely required, but will be popular with your citizens.

Fashionable Feminine Ideal: Elegant girls with just the right amount of T&A are fashionable in your society, improving their perceived beauty.

Mandatory Feminization SMR: This honestly feels misplaced, but whatever. In order to be sold in your arcology, slaves with dicks must have their balls removed.
Traditional Education: Your society is aware that a woman doesn't need an education to serve her man.

Mutually Exclusive with Gender Radicalism.

Hedonistic Decadence: Your society implicitly believes that all slaves should be soft and laid-back, and more generally enjoys overindulgence and immediate gratification. Be it food, drink, sex, drugs, or whatever one's desire may be.

Boon: Subjects of your society have an easier time gaining weight and keeping it, all the while not suffering from the excesses they likely indulge in. No health issues from excessive body fat, no overdoses from drugs, and so on. This won't make a morbidly obese blob any good in a fight, but its heart won't give out from the strain of moving around.

Example Policies: Not absolutely required, but will be popular with your citizens.

Corpulence SMR: In order to be sold in your arcology, slaves must be plump to some degree.
Fat n' Strong Feminine Ideal: Thick girls with plenty of muscle under their fat are the ideal of beauty in your society.
Life's Joys Subsidy: Food vendors are offered reduced rent and operating expenses.
Rotund Feminine Ideal: Thick girls with soft bellies, big butts, and luscious tits are the ideal of beauty in your society.

Research: Provides access to what's essentially the usual slave food compacted into the forms of normal food, which are even flavored like the goods they resemble, though the texture is more gooey or gummy. This food is highly addictive, and leads to excessive weight gain as slaves are driven to gorge themselves on it. They'll be happy at least.

Mutually exclusive with Physical Idealism.

Intellectual Dependency: Your society implicitly believes that all slaves should be mentally dependent on their owner, approving of vapid, horny, and uneducated slaves, and can be instilled with an adoration for bimbo bodies.

Boon: Call it dumb luck, but the lack of intelligence in the slave population never becomes a problem. And ignorance is truly bliss, considering how content unintelligent slaves tend to be with their lot of life in your society. Slave revolts are just never a thing, either, with would-be saboteurs finding their efforts to incite such events being thwarted at every turn.

Example Policies: Not absolutely required, but will be popular with your citizens.

Bimbo Body Complement: Your society appreciates the stereotypical bimbo body type, improving the perceived beauty of those who embody the archetype.
Dependency SMR: In order to be sold in your arcology, slaves need to fail a simple intelligence test.
Invalid Protection Act: Anyone who's unable to pass a standardized test of intelligence, and who isn't already a dependent, is enslaved for their own well-being. This causes a

portion of incoming immigrants to be enslaved, and this policy makes it seem like you care about the less intelligent, improving your reputation.

Research: Education facilities under the influence of this FS can be reconfigured to give slaves confusing, contradictory lessons that retard their decision making skills and undo their existing schooling.

Mutually exclusive with **Slave Professionalism**.

Maturity Preferentialism: Your society is passionately enthusiastic for older ladies, and older folks in general. Older slaves are more attractive and worth more than they'd normally be, while youthful slaves are slightly reduced in value compared to normal. If you happen to be notably old, past your mid-thirties, your populace will like and trust you even more than they normally would. On the other hand, the normal drawbacks to being a young leader are magnified.

Boon: Within your society, the wisdom of elders is listened to more fervently than normal, and the younger make sure to properly respect their elders. Additionally, the residents of your society age much more gracefully than normal, showing their age while somehow not losing any attractiveness in the process.

Example Policies: Not absolutely required, but will be popular with your citizens.

Mature Citizen Subsidy: Older citizens are offered reduced rent.

Respect for Maturity SMR: Slave markets in your arcology are required to treat mature slaves properly.

Research: Provides access to the minimum knowledge and facilities needed to grow fertile ovaries for postmenopausal slaves.

Mutually exclusive with Youth Preferentialism.

Multiculturalism: You allow a certain degree of cultural openness and freedom in your society, ensuring a mix of different beliefs and ideologies wherever you hold influence.

Boon: Actually, two boons.

1. Your society never faces internal conflict for hosting those of even diametrically opposed ideas, at least nothing beyond (actually) peaceful demonstrations. Whatever their beliefs, your subjects are loyal to their nation/arcology first, and their ideologies and religions second.
2. With the exception of Chattel Religionism, you may take mutually exclusive Future Societies. It is up to you how they mix or don't, and you're likely to face difficulties as a result, but the first boon still applies.

Mutually exclusive with Chattel Religionism.

Paternalism: Your society implicitly believes in a vision of a well-bred race of slaves, approving of improving slaves - including their health, mental well-being, and education. Basically, slaves should be cared for, happy, and made the best they can be. A slave that's devoted enough to be trusted with choosing her own assignments is ideal. Indeed, this is the one FS that makes properly marrying your slave something socially acceptable.

Boon: Your society is a peaceful one, even with sex slavery being a common and accepted practice. Masters treat their slaves right, slave revolts simply don't happen, and social cohesion is high. This doesn't prevent external conflict nor leave your society defenseless, but it does prevent internal conflict.

Example Policies: Not absolutely required, but will be popular with your citizens.

Good Treatment Subsidy: Slaveowners who treat their slaves well are offered reduced rent.

Human Dignity SMR: The slave markets in your arcology are required to treat incoming slaves reasonably well.

Slave Mistreatment Watch: Slaves are able to access a special security service in case of mistreatment.

Mutually exclusive with Degradationism.

Petite Admiration: Your society is passionately enthusiastic for short slaves, with a default cutoff of 160 cm or 5'3". Slaves below that height are more valuable and considered more beautiful.

However, this only applies to slaves, so your height doesn't affect your subjects' opinion of you.

Boon: Short members of your society suffer from none of the usual issues that would plague someone of their height. Things they need to retrieve are always at a convenient height, their pace isn't affected by their relatively short legs, they can face larger foes as though they matched their foe's height, and so on. Even better, they can forgo these benefits when they want to get closer to someone taller that they like.

Example Policies: Not absolutely required, but will be popular with your citizens.

Big & Small Subsidy: Citizens are offered reduced rent for keeping slaves and taking partners far shorter than themselves.

Relative Height Clause: Your society's taste for short slaves now applies to relatively short slaves, instead of having a strict cut-off. This weakens the effects of this FS somewhat, but allows them to apply to more slaves.

Small Details SMR: In order to be sold in your arcology, slaves have to pass height requirements.

Mutually exclusive with Statuesque Glorification.

Physical Idealism: Your society implicitly believes that all slaves should be tall and strong, and more generally reveres an idealized human form that's tall, muscular, and healthy.

Boon: Those within your society have a much easier time building and maintaining muscle and overall fitness (without going overboard, if you want), and they find genuine joy in exercise and fitness-related activities. Also, their sweat smells good, somehow, though this change won't be too extreme if you happen to enjoy the usual smell of sweat.

Example Policies: Not absolutely required, but will be popular with your citizens.

Fit Feminine Ideal: Fit, healthy girls with just the right amount of muscle definition are the ideal of beauty in your society.
Lifting SMR: In order to be sold in your arcology, slaves will have to be muscular to some degree.
Slave Martial Schools: Specialized schools are set up to train slaves in martial arts and bodyguarding.
Strongfat Feminine Ideal: Strong girls with a thick layer of fat over their muscles are the ideal of beauty in your society.

Mutually Exclusive with Hedonistic Decadence.

Racial Subjugation: Choose a race. Your society is utterly convinced that said race is inherently inferior to all others. They approve of enslaving this race, and disapprove of slaves of the inferior race being in non-subordinate positions to those of other races. Naturally, the populace will trust and like you a lot less if you're of the inferior race.

Boon: Individuals of the chosen race in populations under the influence of this Future Society become much more subservient and easy to control, naturally accepting their societal role as lesser beings.

Example Policies: Not absolutely required, but will be popular with your citizens.

Racial Purity SMR: In order to be sold in your arcology, slaves of the inferior race that have dicks must have their balls removed to prevent racial pollution.
Universal Enslavement of Subhumans: All people of the inferior race must be enslaved. Also makes sex with the inferior race such an expectation that the appetite for all such slaves increases slightly.

Mutually exclusive with Racial Supremacy if the same race is chosen for both.

Racial Supremacy: Choose a race. Your society is utterly convinced that said race is inherently superior to all others. They approve of enslaving other races, and disapprove of slaves of the superior race being in lesser or subordinate positions to those of a lesser race.
Naturally, the populace will trust and like you a lot more if you're of the superior race, with the opposite if you're of a lesser race.

Boon: Individuals of the chosen race in populations under the influence of this Future Society actually do become noticeably superior. This change is a slow and minor, but ultimately noticeable, improvement to all aspects of affected individuals, and the changes are permanent.

Example Policies: Not absolutely required, but will be popular with your citizens.

Ethnic Preservation SMR: In order to be sold in your arcology, slaves of inferior races with dicks must have their balls removed to prevent racial pollution.
Universal Enslavement of the Impure: Anyone of an inferior race must emigrate or accept enslavement. Also makes sex with inferior races such an expectation that the appetite for such slaves increases slightly.

Mutually exclusive with Racial Subjugation if the same race is chosen for both.

Repopulation Efforts: Your society is convinced that mass breeding is the way to save humanity going forward, believing that all women should be pregnant. They approve of pregnant women and women who've had children, and pregnant women are considered much more attractive than normal.
Naturally, the populace will trust and like you more if your slaves are constantly pregnant…or if you're female and constantly pregnant yourself.

> ***Boon***: Pregnancies within societies under the influence of this Future Society are guaranteed to be safe and pleasurable, with the exception of the most extreme hyperpregnancies. They build up the mother's body instead of breaking it down, and labor is hours of incredible pleasure instead of incredible pain.

Example Policies: Not absolutely required, but will be popular with your citizens.

> **Occupied Womb SMR**: In order to be sold in your arcology, slaves will be made capable of pregnancy if they aren't and subsequently impregnated. Makes male slaves less common due to the surgery costs.
> **Universal Pregnancy Subsidy**: Pregnant citizens are offered reduced rent.

Research: Purchasing this FS provides access to a variety of upgrades and treatments that improve the fertility of slaves. For example, the implants used with the Occupied Womb SMR, gestation control agents that can slow down and speed up gestation or even suppress labor for some time, highly effective fertility agents that can make the mother produce 10+ children when overdosing, and an upgrade to the **Incubator** that conditions the bodies of incubated children to handle hyperpregnancy well - even at extremely young ages.
Mutually exclusive with Eugenics.

Slave Pastoralism: Your society implicitly believes that slaves should be milked, both actual breast milk and semen. The value of such fluids is greatly increased, potentially even replacing animal milk within your territories. Of course, your society approves of lactating slaves, especially when actively milked.

> ***Boon***: Female residents of your society are much more prone to lactation, lactate much more heavily, and have a harder time stopping their lactation. Also, their milk tastes extremely good. Male residents produce more semen of higher quality, with a similar enhancement to taste.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Animal Products Ban: Animal products that would compete with human fluids are banned in your arcology.
> Universal Slave Lactation SMR: In order to be sold in your arcology, slaves must be actively lactating.

Research: Provides data on a variety of methods to improve a slave's production of breast milk and/or semen, including dietary supplements, drugs, and even treatments that optimize their bodies for production or alter the flavor of their fluids.
If you're only interested in one of the fluids this FS covers, you're free to exclude the other from its effects.
Also, this is the single FS that isn't incompatible with another. You can take it with anything.

Slave Professionalism: Your society believes implicitly that slaves should be smart, refined, and altogether perfect. This society approves of intelligent and well-trained slaves, and particularly values intelligence in general.

Boon: Citizens and slaves alike in societies under the influence of this FS become noticeably more intelligent over time. This enhancement is a permanent +20 to each individual's IQ, reaching that maximum bonus after a year of exposure.

Example Policies: Not absolutely required, but will be popular with your citizens.

Head Start SMR: In order to be sold in your arcology, slaves must pass a rigorous course designed to bring their skills and poise up to standard.

Mandatory Intelligence Screening: Citizens are required to pass regular intelligence tests or face expulsion from the arcology. This obviously thins the number of your citizens and reduces immigration, but those left ensure your arcology's long term prosperity.

Research: Provides the formula for a compound that steadily improves the intelligence of those it's administered to.

Mutually exclusive with **Intellectual Dependency**.

Slimness Enthusiasm: Your society is passionately enthusiastic about slim slaves with girlish figures, or even girls with next to no assets at all.

Boon: Your subjects have a much easier time maintaining a smaller body size and weight…no matter how much they eat or how little they exercise, they seem to effortlessly remain thin and lithe.

Example Policies: Not absolutely required, but will be popular with your citizens.

Asset Slimming Food: Slave food in your arcology follows a recipe that keeps chattel nice and trim, making it difficult for them to grow beyond the ideal amount of T&A.

Flat Feminine Ideal: Flat girls are in fashion in your society, increasing their perceived beauty.

Physical Fitness SMR: In order to be sold in your arcology, chubby slaves are forced to work out until they aren't.

Research: Provides access to drugs for shrinking a slave's assets, including appetite suppressants that make dieting easier, redistributors that draw fat from oversized assets and settle them around the slave's core for easy removal, and atrophiers to shrink non-fat based assets. Also included is a version of the food provided by Hedonistic Decadence, just formulated to prevent weight gain and not be nearly as addictive.

Mutually exclusive with Asset Expansionism.

Statuesque Glorification: Your society implicitly believes that the tall are superior, with a default cutoff of 170 cm or 5'7". Slaves above that height are more valuable and considered more beautiful.

However, this only applies to slaves, so your height doesn't affect your subjects' opinion of you.

Boon: Tall members of your society are just *better* than those shorter than them. This provides a small and flat, but ultimately permanent enhancement to pretty much every

aspect of their being that slowly takes effect over the course of a year. This enhancement doesn't make tall slaves any harder to control than normal, but it does make them better at whatever it is they're assigned to.

Example Policies: Not absolutely required, but will be popular with your citizens.

Height Makes Right: Tall citizens are offered reduced rent at the expense of short citizens.

Relative Height Clause: Rather than being based on a strict cutoff, your society values relative height. This weakens the effects of this FS somewhat, but allows them to apply to more slaves.

You Must Be This Tall SMR: In order to be sold in your arcology, slaves must pass height requirements.

Mutually exclusive with Petite Admiration.

Transformation Fetishism: Your society implicitly believes in the attractive nature of implants and cosmetic surgery. They approve of piercing and tattoos, while disapproving of slaves with a natural appearance.

Boon: No matter how extreme the cosmetic alterations your citizens and slaves undergo, they never suffer any issues. Whether that's health issues from being stuffed full of plastic or having every inch of skin inked, plump lips getting in the way of speech, or overly large implants preventing someone from moving.

Example Policies: Not absolutely required, but will be popular with your citizens.

Mandatory Bimbofication SMR: In order to be sold in your arcology, slaves must be given a set of fake tits and ass.

Research: Provides access to the fabrication of gigantic implants and filler capable of overfilling existing fillable implants.

Mutually exclusive with Body Purism.

Youth Preferentialism: Your society has an accentuated preference for younger slaves, and youth in general. Younger slaves are more attractive and worth more, while older slaves are considered uglier and worth less than they normally would be.

If you happen to be particularly young, mid-twenties or younger, your populace will like and trust you more, basically completely erasing the distrust your populace would normally have of such a young leader.

Boon: Youthful incompetence and myopia is unheard of in your society, allowing your residents to enjoy their youth without wrecking everything due to poor impulse control and ignorance. Additionally, the apparent aging of your residents is greatly slowed, ensuring that their youthful beauty is retained for much longer.

Example Policies: Not absolutely required, but will be popular with your citizens.

Respect for Youth SMR: Slave markets in your arcology are required to treat younger slaves carefully.

Youthful Citizen Subsidy: Young citizens are offered reduced rent.

Research: Provides access to formulae for beauty creams that make the user look younger. Prolonged use could make a 50 year old look 15, eventually.

Mutually exclusive with Maturity Preferentialism.

Antebellum Revivalism: Your society believes implicitly that it is the revival of the Antebellum South. They approve of maintaining honor and integrity, keeping a large number of slaves and servants, and having skill at breaking slaves. The prosperity of the upper echelons of society is increased, considering that your society is more focused around slaveowners than normal.

> ***Boon***: The wealthy and influential members of your society are far less cantankerous and rebellious than they'd normally be, given the amount of power their holdings and influence provide them. It is harder for foreign influence to turn them against you, and they are far less resistant to any changes you may want to make to society.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Affirm the Rights of Slaveowners: The rights of slaveowners are legally enshrined, helping to secure their loyalty and attract new wealthy citizens.
> Antebellum Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Antebellum society.
> Guarantee the Right to Bear Arms: Eligible citizens have the enshrined right to bear arms and form militias to defend themselves and their property.

Mutually exclusive with other Revivalist models.

Arabian Revivalism: Your society believes implicitly in its role as a revival of the Sultanates of old. As its leader, keeping a large harem for your exclusive use is seen as an expression of power, though you'll be seen as lacking if you don't keep a harem befitting your position. And given the long standing slave trade of the middle east, selling slaves is more lucrative than normal.

> ***Boon***: New arrivals to your society get with the program much faster than normal, unconsciously adjusting their behaviors and beliefs to fit in and assimilate with their new peers. And all but the hardest of hardliners to outside beliefs will be converted eventually.

Example Policies: Not absolutely required, but will be popular with your citizens.

> Arabian Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of the old Caliphate.
> Jizya Tax: Citizens who've yet to be assimilated into your culture face higher taxes, encouraging them to adopt your ways faster than they might normally.
> Mamluk Traditions: Your slave units receive specialized training that turns them into something akin to the mamluk slave soldiers of Arabian tradition, making them far more effective in battle in exchange for higher upkeep.

Mutually exclusive with other Revivalist models.

Aztec Revivalism: Your society implicitly believes that it is the new Aztec Empire. They approve of a leader being older and well-educated in military matters, and your society is able to acquire far more slaves through military means than usual.

Boon: You can sacrifice people in order to improve your standing in your society, as well as provide a little bit of good fortune to the entirety of your society for a time. Crop yields are a bit larger, infrastructure breaks down a bit slower, profits are a bit higher, you have a slight edge in battle, and so on. This good fortune can stack, but all the ritual and cost involved in sacrificing people limits how quickly you can work through sacrifices, and each sacrifice provides diminishing returns while the good fortune from past sacrifices is still in effect. The optimal balance of blessing per sacrifice is 1 sacrifice per week.

Example Policies: Not absolutely required, but will be popular with your citizens.

Captured and Incorrigible Slaves Tribute: All captured and incorrigible slaves are made tribute to the altars.

Mandatory Artisan Training: To inherit or receive a trade, a citizen must pass a mandatory course in one of the academies.

Mutually exclusive with other Revivalist models.

Chinese Revivalism: Your society implicitly believes that it possesses the Mandate of Heaven and is ancient China reborn. They approve of maintaining a solid imperial administration, improving their trust in you if you maintain a Head Girl, Recruiter, and Bodyguard while damaging it if you don't. The overall prosperity of your society also improves faster when you have those three positions filled. And given the whole 'imperial china reborn' thing, Chinese slaves are considered significantly more beautiful than normal.

Boon: The human parts of your society operate with startling efficiency. Bureaucracy actually functions as it should, instead of turning into a cancerous tumor. Corruption and crime doesn't necessarily disappear, but are absorbed into the systems of society instead of harming the function and efficiency of society.

Example Policies: Not absolutely required, but will be popular with your citizens.

Imperial Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Imperial China.

Slave Administrator Enabling Law: You Head Girl is afforded considerable legal power, allowing her to train 2 slaves at the same time with the same efficiency that she could previously train only 1.

Sun Tzu Teachings: Your units and officers receive specialized training to conform them to the teachings of the "Art of War", generally increasing their effectiveness at the cost of extra upkeep.

Mutually exclusive with other Revivalist models.

Edo Revivalism: Your society implicitly believes that it is the land of the Shogun, reborn. They love it when you provide a large number of public servants or Club girls, enhancing the reputation you gain for girls in those positions, but making people doubt you if you fail to provide enough girls. Japanese slaves are also considered much more beautiful. Your society also approves of your investment in their cultural development, making your social engineering effort more efficient.

Boon: You have a great deal of influence over your society's culture, allowing you to shape it by whim alone. Change is still slow, and you can't shift things against the preferences and tenants of your purchased Future Societies with just this boon, but your people will unconsciously adjust their beliefs to align with what you want.

Example Policies: Not absolutely required, but will be popular with your citizens.

Cultural Insularity: Your society's culture becomes more insular, protecting it from outside influence and making your social engineering efforts easier.

Edo Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of Edo Japan.

Mutually exclusive with other Revivalist models.

Egyptian Revivalism: Your society implicitly believes that it is the land of the Pharaohs, reborn. They approve of you keeping a large harem, incest between slaves, and having a wide racial variety among your slaves available for public use. Slaves in incestuous relationships have increased value, and keeping slaves as nothing but fucktoys does a lot more for your reputation than normal.

Boon: Incest is completely normal and harmless within your society. Inbreeding never results in defects, no matter how many generations it's been going on, and relationships between family are just as normal as relationships between those who aren't.

Example Policies: Not absolutely required, but will be popular with your citizens.

Egyptian Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of ancient Egypt.

Pharaoh's Consort: Your Head Girls is given the legal status as your Consort, increasing her prominence. This prominence bonus increases if she's married to your Concubine, and increases even further if she and your Concubine are also related.

Mutually exclusive with other Revivalist models.

Neo-Imperialism: Your society implicitly believes that it is truly a new Imperial Society. They approve of great wealth, prosperity, and personal combat skills, while disapproving of weakness and poverty in a leader. Welcome, new emperor.

Boon: Your culture is a mix of New and Old. A strict social strata with the chance to move up on the fiat of the emperor, mixed with futuristic technology and touches of modern culture, and so on. As such, your society has a much easier time accepting and integrating new ideas and technologies without losing its character or falling apart at the seams.

Example Policies: Not absolutely required, but will be popular with your citizens.

Neo-Imperial Baronies: The most elite citizens of your arcology can be granted titles as Imperial Barons, overseeing a section of your arcology in your stead. Though they'll collect a portion of the rent from their section, their close and careful micro-management increases your overall income. If you've purchased or later develop Eugenics, Barons will be drawn exclusively from the formal societal elite, making them effectively one and the same.

Neo-Imperial Cultural Induction SMR: In order to be sold in your arcology, slaves must be instructed in the cultural tenets of your syncretic society and understand their place in the new hierarchy.

Neo-Imperial Knighthood: Prominent citizens of your arcology can be dubbed as Imperial Knights, granting them higher station and social prestige in exchange for defending your arcology tooth and nail from invasions and leading citizen's militias.

Neo-Imperial Traditions: Your militia units receive specialized training that turns them into a professional Imperial army that is led by your hand picked Imperial Knights, improving their efficacy in battle at the expense of extra upkeep.

Mutually exclusive with other Revivalist models.

Roman Revivalism: Your society implicitly believes that it is the new Rome. They approve of good leadership qualities like wealth and strong defenses, while disapproving of a leader taking on debt. The economy grows faster than normal, and even drives the price of slaves down when things are going particularly well. Your society is also much more resistant to insurrection.

Boon: All roads lead to Rome, as they say. And like that saying, your society has a way of becoming the center of the world in many ways. Trade with the outside world is strong as your empire becomes an economic center. And before too long, your culture will have a worldwide influence that will still be felt centuries later.

Example Policies: Not absolutely required, but will be popular with your citizens.

Market Slave Expendability SMR: Slave markets are encouraged to immediately dispose of low quality menial slaves in gladiatorial combats.

Republican Military Establishment: All citizens of stature are required to participate personally in the defense of the state.

Mutually exclusive with other Revivalist models.