Hydroneer Jump (+ Volcalidus DLC) 1.2

By ThornBrier (GigglingVoid)



You have arrived in a virtual pocket dimension. You are a Hydroneer on the island of Bastion with a couple of small towns and six plots of land for you to work, build, and exploit using the power of water.

This unique video game world has been lovingly crafted by one Itchy man and his Maxed out friends as a sandbox environment, so there are bound to be some odd quirks and bugs.

The core gameplay loop consists of digging dirt, processing that dirt into valuables, selling the valuables, or making them into more valuable things to sell. Then investing your money on improving the efficiency or automation of this process. There are also crafting, cooking, and fishing quests you can fulfill for the NPCs so they give you extra rewards. Eventually, you can afford to assemble nice buildings and decorate them.

You are going to be here for 10 years. Most of this Doc will apply for the duration of the Jump, but you have 1000 CP to either improve your initial experience, or to choose what you will be able to take with you when you leave.

Age & Sex:

The King here is a child, so it really doesn't matter. Keep what you had before or pick what you want.

Origins

Well, less an Origin, and more, what state of the game are you entering. Unless stated otherwise, Perks are Discounted for their origin, Drawbacks provide double CP for their Origin.

Let's Game This Out (+300)

Looks like you arrived in a weird mix of the Beta and Launch versions. You start with several Drawbacks and can gain extra points for some of the others. Hope you are ready to suffer like Josh.

ItchyBeard Real Estate

You will experience the game as intended, save that you are stuck inside of it. Of course, you could choose some Drawbacks or Perks from the other two Origins to change things up a bit. You will have more opportunities for keeping your property from the game. All property purchases are discounted. This is considered the Drop-In choice.

grandma's Maxed Experience (-300)

An idealized version of the game. You will have several benefits during your stay here, but will be able to take fewer things with you at the end.

Locations

You don't really need to pick one to start. All of these places are easy enough to travel between either on foot, using the available vehicles, or with Creative Flight. Which Location you choose will mainly determine where you respawn without a Bed set, or interact with other Perks/Drawbacks you already have.

Dig Sites

All Digsites are made primarily of a digable area where you can build and process dirt. Deeper dirt produces more and bigger resources, but takes higher tier equipment to harvest and process. All CP purchased Digsites (including Ember Cradle) will become Warehouse addons when you travel to other worlds. Any shops and markets you have access to after leaving this world will deal in the local currency of the current host world. Capstone: If you have purchased all the Digsites then you bring the whole game world with you as an addon, even if you didn't actually buy all the towns. Finally: All properties are discounted for ItchyBeard's Real Estate (discounted 50 becomes free).

Ember Cradle (Free)



Ember Cradle is a picturesque plot with a stunning riverside view and easy access to a quaint store and a skilled Jeweller. It's the perfect place for new prospectors to strike it rich and make a name for themselves before moving on to more challenging digs (especially since this plot only contains Tier 1 dirt). The plot itself and some of the surrounding woods, as well as the Tools & Equipment shop will be included when you leave this jump, becoming a Warehouse addon. Also includes the nearby Tool & Equipment shop. It only has the most basic tools. This property will completely reset at the end of the Jump regardless of your final Choice. You may choose to have it reset at the end of any future jumps.

Mildew’s Aquifer (100)

Mildew's Aquifer may not look like much on the surface, but it holds a hidden treasure: an underground lake, formed by glacial runoff, that provides a reliable water source for miners who love to spend time delving deep into the earth. Includes access to the roadside markets and quest givers in the area.



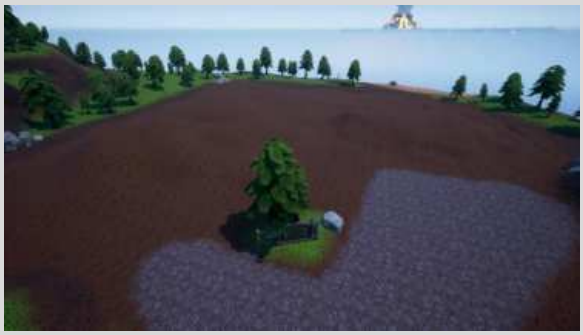


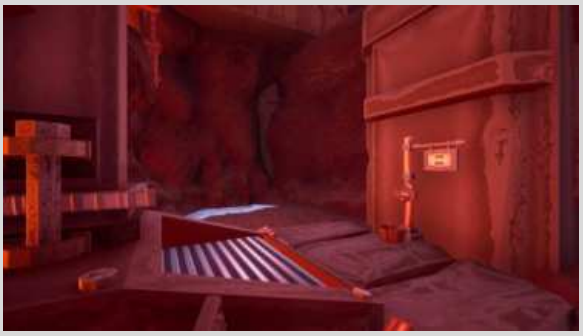
Dreck Quarry (200)

Dreck Quarry may have a tricky entrance and a small pond in the corner, but its size and depth more than make up for it. This plot is perfect for miners who want a bit more space to build and explore.

South Hope (200)

South Hope is a vast and breathtaking plot that sits right on the ocean's edge, providing a panoramic view and ample room to expand. Plus, it's the closest plot to Bridgepour, making shopping trips a breeze.





Icehelm (300)

Icehelm is a frozen tundra that conceals a horizontal digsite, waiting to be uncovered by brave prospectors.

Snowrune Falls (300)

Perched on the icy peak of a mountain, Snowrune Falls is a frozen claim filled with endless possibilities for any prospector's dream.



Towns

Bastion Keep (50)

Bastion Keep is a magnificent fortification gracefully perched atop a hill. The nobility who live there are always looking for well crafted jewelry and weapons, and are willing to pay top dollar for items that are in high demand (crafting Quests). The close proximity to Ember Cradle, the lot all prospectors start with, makes it a popular place for Hydroneers as well as the elusive nobility. The Stock Market here will buy Iron Bars at variable prices. It also hosts a Jeweller, a profession who always buys all kinds of polished gems, ores, bars, treasure, and valuable items made from them at very stable prices. Another stable merchant is the Crowns Grocer who always buys all kinds of fish and produce.





Ember Cradle Shops (Free)

Just outside the Keep itself is the Tool & Equipment store and the Travelling Merchant. This is where you can pick up your Hydro Truck and buy your first Tier 1 Drill and Harvester, others will need to be crafted.

Burnscroft (50)

Burnscroft houses the working people of Hydroneer. Fishermen, crafters, cooks, and builders will be willing to buy raw materials from those who prefer mining over crafting. There is also a convenient Repair Store, with everything one might need to keep their equipment in working order. Also includes a Stock Market that buys fish (and fished up boots) at fluctuating prices. Those looking for stability will appreciate the presence of the



Fishing Guild Grocer. Lastly, the Pole Trader (a Quest giver) will accept rare fish for better fishing poles.

Bridgepour (100)

Bridgepour is the largest settlement in Hydroneer. It is home to merchants and artisans who sell many useful products for the successful prospector to build a bigger, nicer base of operations (Tier 2 Tools & Equipment, Wooden Housing, Conveyor Nation, Vehicle Store, Itchy Carts). It is also home to a legendary furniture maker (Fabric's Fancy Furniture), who sells their wares to those with more discerning tastes in decor. Most notably, there is the skeleton of a dragon in the middle of town making up the Skeleton Grocer (where you can sell fish and produce). Many rumours surround these ancient bones, but no one knows the truth of the magnificent creature that may have once called Bridgepour its home. The local Stock Market will only buy Necklaces and Rings, but they also have a Jeweler for more stable pricing. The Prospecting Guild will sell the Hydro Prospector and Hydro Mole, but only if you have done enough Prospecting Quests to earn plenty of their Guild Tokens.



Ironil (50)

Ironil is a small outpost where lumberjacks and stonecutters come to rest and trade. The unique architecture is reminiscent of the buildings in the north, where many of the workers were born. While they produce raw materials themselves and have no need to buy any, they are happy to buy jewelry and weapons from crafty Hydroneers. Ultimately, the only thing of value here is the Stock Market which will buy Axes, Daggers, and Swords at variable prices.



Icehelm (100)



Dwarven ruins in the ice cold, Icehelm mountain. Used to be home to the dwarves, but has been crumbling for many, many years. Recently uncovered - venture in and see what you can uncover!

To prepare brave explorers they have a Stock Market that buys Gold Bars, one that buys cut Gems, and an expanded Tools & Equipment store (with Tier 2 equipment). You can also buy prebuilt construction components at Coldstone Housing.



Masterwork Forge (200)

The Masterwork Forge is located under the Icehelm mountain and is the only way to craft additional Drills, Harvesters, and Intake Booster Hooks. It takes a lot of resources of increasing rarity to build the higher tier versions. After this Jump, you can set it up to craft anything you have the blueprints and resources to make. Given its setup, it shouldn't take too much work to automate the process. It even has a handy chute for delivering the finished products outside to a loading area.

Grangefield (100)



The home of the Farming Guild - get your farm started by purchasing your basic farming supplies using Hydrocoins (or the local currency of your host world). Earn Farm Guild Tokens by fulfilling Soup tasks from the Bastion NPC's. Then spend those tokens in the Farm Guild Store to improve your farm with better equipment (like the Veg Chopper hook, Cut Veg Stacker, and the Sprinkler) and Farm House housing components, and seeds to be able to cook higher quality soups for the Bastion NPC's! The higher in the quests you go the more it improves your cooking skills.

Obviously they have a Grocer so you can sell what you grow and fish, but surprisingly, Grangefield even sells the Hydro Cropper without needing Guild Tokens.

Island Map


SNOWRUNE FALLS
ICEHELM
MILDEWS AQUIFER
EMBER CRADLE
IRONIL
BASTION KEEP
BURNSCROFT
BRIDGEPOUR
GRANGEFIELD
DRECK QUARRY
SOUTH HOPE
DIG SITE
JEWELLER
GROCER
STORE
STOCK MARKET

General Rules/Perks

By default, all of these are active for the duration of the Jump. If you have CP remaining after all other purchases, you may keep it to spend at any time before you leave to lock in these rules as Perks you can use in future Jumps. Note: Anything gained for free does not grant its Bonus unless you pay 50CP for it.

Unreal Graphics (Default):

The default visuals of the game are a highly stylized cartoonish ‘steampunk in the woods’ look which some people find charming and others find annoying. On the one hand, things look pretty ‘same-y’ with so many things sharing identical models, on the other hand, everything important stands out far easier with particle glows and item outlines. After this Jump, you may, at will, switch your view of any world to/from this art style to get a different perspective on things And glean additional information.

Basic Knowledge of Crafting (Default)

If you didn't before, you now know a simple method of using a forge, anvil, and hammer to make simple ingots, Axes, Swords, Daggers, Rings, and Necklaces, improving the base value of the ores and gems you mine. You can fish. You know how to grow, cut, and cook up a variety of soups. You also know how to take pre-built segments to construct sturdy homes and other buildings using Hydroneers wanky gravity. This knowledge will carry into future worlds, but does not necessarily meet local safety laws.



The NPCs Are Fine (100, free for grandma’s Maxed Experience)

Nothing you do or cause can harm the NPCs of Hydroneer or their buildings. If you purchase this, in future worlds you can turn this on and off at will. It does not prevent damage to notable characters, friends, or villains, or their property; only the background characters and structures. For nameless NPC villains, you can still ‘delete’ them without causing ‘damage’ using your powers that would normally cause damage. Using abilities this way bypasses any Pacifism restrictions as long as no one was actually hurt in the process.

No Inventory? (50)

This game intends you to drop your stuff in random places and make a mess as you move things around one at a time with an awkward interface. While in Hydroneer you will not be able to use any kind of Inventory system you have for carrying items with you. If you are able to teleport items directly from your warehouse/storage to hand, this is disabled as well.

Bonus: If you buy this Perk, then any affected Inventory has its space doubled. This also applies retroactively if you gain an Inventory that would have been affected.



Ok, Some Inventory (100: Free for grandma's Maxed Experience)

Buying this upgrade will allow you to use your existing Inventory for non-Hydroneer items as normal, and can have up to 100 Hydroneer items in Inventory. It does not provide an Inventory.
Bonus: Fiat Backed items no longer count toward any storage space or limits. (Reminder: grandma's Maxed Experience only gains this bonus if you pay 50CP.)

Don't Touch! (100)

You can't use your hands on the Hydroneer items. But you do have a short range form of Telekinesis allowing you to lift any one object regardless of its weight. The object will stay within 1 foot of you at all times. Movement of objects in this way is imprecise. Luckily, when placing construction items a snapping grid appears to line things up.

Mineral Consolidation (100)

In the Hydroneer universe resources are primarily tracked in terms of 'weight' (wt) that doesn't really line up with any real world physics. The ingot and gem processing systems can easily consolidate these wt values into single items, and tools can split them up into separate items for specific uses.
Bonus: Purchasing this Perk will allow you to do the same without the processing systems, allowing you to combine and separate any of your processed mineral (and even coin based) assets into hand-carriable amounts that retain their full value regardless of the actual size.

Gravity Shmavity (100)

The physics engine is a bit weird here. You can fall from immense heights without even feeling it, and sometimes objects on a conveyor belt might just fling off into the sky. Construction objects and dirt you place can have their support removed and won't fall. You will need to purchase this if you intend to utilize your newfound construction knowledge in future worlds.

Mesh Clipping (100)

While most objects don't usually pass through each other, there are plenty of times they do, at least partially. This makes it easier for you to place objects close together despite tight confines. Don't abuse this too much, or objects might fight for the space and send each other launching into the sky. You should be able to safely store just shy of double the proper amount of objects in a given space with careful packing without causing issues. Though, many functional objects need to be properly aligned with each other to function, only ignoring the edges of terrain or insignificant objects near them.

Simplified Hydrodynamics (200)

Put an intake pipe in water and it drips out the other end. Plug a Hydroneering machine into the pipe and it operates. Longer pipe means lower flow, so machines work slower. Doesn't matter how many machines are running or if there are leaks in the pipe. You can even hold a liquid under a liquid without worry of them mixing. And under water, you can keep breathing like normal, ignoring that there should be no air. In fact, you can do anything under water that would normally require air, like

smelting metals. But if you empty a container meant for water, it will fill up with water if it is under water. These rules also apply for lava and all other liquids.
Additionally, you can hold (or even throw) any container upside down and the contents won't spill out until you want it to.

Feeling Salty? (50)

This game never cares about the difference between salt water and fresh water, and now you never need to either. Anything that needs one or the other will work just fine when you give it the wrong one. You will never dehydrate from drinking salt water. You can extract salt from fresh water. You can even fish up river fish in an ocean and vice versa. That reactor pool has never had fish in it? Doesn't matter, you can still fish them out.



Forge Tolerance (200)

Who needs tongs? Just grab that glowing crucible and pour the molten metal into the mold. Instantly grab the new ingot and cut it into smaller pieces with a hand saw. Combine metals on an anvil with ease, regardless of how heavy the respective pieces should be. They will still make an ordinary looking necklace or sword, or whatever you know how to make with it. Point is, no heat from any form of forge, metal, or molten rock will ever bother you. Yes, that includes lava. This also extends to camp fires, ovens, and cooking pots, for some reason. If its function is to heat up or be heated up for a purpose other than damage, you are immune to it. You are even immune to the sun, as long as it's not being used as a weapon.

Unstuck (200)

Once every 10 minutes you can use the Unstuck command to teleport to an unobstructed location on the surface nearby. You do not choose the location, but it will be safe from immediate environmental threats. This generally induces a moment of confusion as you reorient yourself to your new surroundings. With time and training this can be minimized and you can better predict where you will appear. It does not work if you are not currently 'stuck' in any physical sense. Note: You can Unstuck any vehicle you are piloting (if you actually know how to get it moving under normal conditions). The vehicle will Unstuck to a location that makes sense for such a vehicle to be parked.

Clear Dirt/Raw Resources (200)

You can use the Clear Dirt command to delete all loose dirt in an area of your choice up to the size of a single property, even cleaning any dirty clothes and people, and sanitizing surfaces. Use the Clear Raw Resources to delete any unprocessed ore, uncut gems, and unprepared food stuff. Be careful that you do not delete objects you intended to use. Once deleted, the objects are unrecoverable.

Summon Vehicle (300)

Using the Summon Vehicle command will summon either the last vehicle you operated, or the nearest vehicle you own, and place you in the pilot/driver seat, ready to operate the vehicle (assuming it has fuel). It will be parked in the nearest reasonable place such a vehicle could be parked.

Respawn (600)



If you somehow die in this Sandbox, you will either respawn at your originally chosen Location, or at the most recently set Bed. If purchased, you will wake up the next morning in the most recently used Bed once every 10 Years (resets at the start of each Jump).

grandma's Perks

Hands (100)

Normally, in Hydroneer you can't use your hands. This Perk restores the use of your own two hands for manipulating the game constructs. You will still need to use Don't Touch for manipulating heavy objects, but now you can use your hands to help guide those objects too, allowing for far more precision. After this jump, you will find your dexterity and hand eye coordination improved and any Telekinesis you possess will be at least twice as dextrous and strong as your hands.

Realistic Audio (50: Included in grandma's Maxed Experience)

Sounds sound real and convey precisely what they mean to. When things are calm you will hear calmings sounds, when things aren't working or are dangerous, the sounds will help you diagnose the issue without directly adding to the stress (a natural geiger counter that is far less annoying). Sound cues will help you know the appropriate mood of any given moment without detracting from any actual sound information from your environment.

Very Real Graphics (100: Included in grandma's Maxed Experience)

You've entered a version of the game that looks completely real by default. You can still switch to the cartoony style at will, but you get to spend your years with real sunsets, swaying trees, and splashing water. After this Jump your vision will have improved fidelity and you will be more likely to know when switching to cartoon vision will give you helpful information.

Hydrofuel (100)

On this island all machines operate on water. You can now use water in place of things like gasoline for regular vehicles and it won't cause the vehicle any damage. Things like jets and sports cars can still be fueled this way, but will take more water. The fuel tank will automatically compress the water to a suitable density with high octane fuel taking about twice as much water to fill the tank and jet fuel taking up to 5 times as much, rocket fuel 10 times. Regardless, this will not cause the vehicle to weigh any more than with its regular fuel. Water fueled vehicles never emit pollution, just water vapor. Bonus: A vehicle you fuel with water once will keep working this way until someone fills it with regular fuel.

The Quest Continues (100)

Even if you don't own the properties associated with the Quests, you can continue to fulfill quests the NPCs have for you after leaving this world. Depending on which properties you own, some of them might be quite difficult or require using outside resources. They will never run out of Quests for you to do either. Regardless, the Quest Rewards will adjust to fit your current host world; earning local currency, tools, or trade items. The origin of these items will never be disputed.

Living NPCs (300)

The NPCs of your world are far more fleshed out, living fairly detailed lives with their own little bits of intrigue. They will never question their roles, always enjoy doing their work in their little villages, and never get sick or miss days of work. The main benefit is that they will be far more dynamic when interacting, reducing any boredom during your 10 years. They may also have advice relevant to their trades as applicable to your current host world (example: If you visit the Pirates of the Caribbean then the Pole Trader may have advice for how to take down a Kraken).

Followers (100)

This upgrade makes the Living NPCs into full people with their own agency and freewill. They will be content living in their villages and performing their jobs unless you fill their heads with too many stories of your adventures outside. Even if you have only small portions of the island, they will not question why other portions are missing until you give them reason to. They will learn and grow based on how you and your guests interact with them just like any other person would.

The Supplement Option (500: Half for grandma's Maxed Experience)

This option includes all of the grandma's Maxed Experience Perks above and places the Hydroneer Island into another world you are actually Jumping into. Keep this (now) Supplement and that JumpDoc separate for point calculations. The General Rules only apply while on Hydroneer Island unless they have been purchased with CP, in which case, use their 'after this Jump' rules while away. If you do not spend at least a third of your Jump's duration on the island you will lose any of the benefits and purchases of this Supplement at the end of the Jump.

Creative Mode (600):

While in this Jump you can take items from stores for free and you have access to all Creative Items from the stores. Reminder: You do not keep any store items after this Jump.

You may individually purchase any Creative Item to keep for half CP cost. This does or doesn't count as a Discount depending on which is better for you. If you took grandma's Maxed Experience and have Perks/Drawbacks that care, you may choose to treat these Creative Items as being Discounted by grandma's Maxed Experience or not, depending on which calculation is more beneficial.

Creative Mode++ (-300, cannot be discounted)

You may treat Modded items as though they are Creative Items. After this jump you can still take items from any stores for free without repercussions. The shop owners will not be negatively impacted by this 'theft' and it will not count as a crime or wrongdoing in any way.

Notable Items

All of these items, or tiered versions of them, can be purchased from the shops as you go, but won't be taken with you when you leave the jump. These are only the items with notable functionality beyond the standard uses one might expect. If you choose to purchase it with CP then you will be able to summon up to the listed number in [ ] per purchase before older ones vanish. If they would be destroyed or lost they will reappear in your warehouse and/or be resummonable. Fiat Backed items will operate at the maximum tier/tech level available to you.

Starter Pack (Free)

You start with a small property called Ember Cradle (see below). Just outside of the property limits you will find a Bucket, Pan, Brush, Shovel, Lantern, and a Wooden Cart. Across the street at the Tools & Equipment is parked your Hydro Truck. These items are all Fiat Backed and summonable.



Automation Package (50: Free for grandma's Maxed Experience)

This Automation Package just gets you a headstart. Your Ember Cradle will start with a basic automation setup already installed. This consists of 5 T1 pipes, a T1 T-pipe, a T1 bend, a T1 intake pipe, T1 Drill, and T1 Harvester to process the dirt. This does not deplete the Drill and Harvester you can buy from the Traveling Merchant.

These items are not inherently Fiat Backed or summonable, but you can always Reset Ember Cradle/Dawns Rest to delete them wherever they are and get the setup again. It provides no extra benefits beyond the Jump.

Wooden Cart (1 Free at Ember Cradle, +50 per extra)



A simple wooden cart. Anything that can fit in the cart lacks collision, allowing you to walk massive amounts of items from place to place, but unloading only the items you want might be difficult. The free one is not Fiat Backed or summonable unless you purchase an upgrade below, but further purchases are.

Fast Cart Upgrade (50)

The Fast Cart is notably faster than the Wooden Cart. If purchased, upgrades apply to all instances of the prerequisite purchase. The non-CP versions can still be bought from Itchy Carts in Bridgepour.

Agile Cart Upgrade (50)

The Agile Cart improves on the Wooden Cart's turning radius, significantly improving its maneuverability while moving forward, helping you navigate tight spaces or through trees. If you purchase both upgrades with CP then the upgrades will stack and apply whenever you are using any hand driven transport device, not just the Wooden Cart.

Hydro Truck (1 Free)



This bulky cargo hauler has only one positive going for it. It’s free. It's not all that fast, and you will have to refill it with a couple buckets full every couple hours of use, but it hauls stuff decently well for cheap. all Hydro vehicles run on water. Oh, and they can clip through trees.

Hydro Quad (50)



A zippy little vehicle for running errands.

Hydro Truck Mk. II (50)



Same as the Mk. 1, but slightly faster, more fuel efficient, improved handling, and better torque for getting up hills with heavy loads.

Hydro Mole (50)



This water fueled digger deletes dirt and stone in front of it.

Hydro Prospector (50)



Used to locate and identify ore veins in the ground below.

Hydro Roller (50)



Flatten dirt and stone with the power of water.



Hydro Cropper (50)

Used for harvesting and replant, then delivering your crops to your assembly line. It automatically groups plants by seed type for neat and orderly planting.

Pallet (50) [3]



Items on the pallet are locked to it until deliberately removed. Regardless of the pallet's orientation, the items will not budge. This is very helpful for using Don't Touch to move many items at once rather than making multiple trips. Can be purchased in

Note: If used with Beta Physics be very careful about clipping the contents of multiple pallets as this can easily cause both pallets to launch in random directions, their contents unlikely to ever be found again.

Magnifying Glass (50) [9]



In addition to everything a Magnifying Glass might normally do, these ones allow you to accurately gauge the durability of objects, both how much damage they could take if fully repaired, and how much before they fail from their current state. If the world you are in lacks simplistic durability mechanics then instead of showing Remaining/Max indicators it will allow you to get proper estimates based on various imagined scenarios. Can be purchased in Burnscroft, Bridgepour, and Icehelm.

Construction Hammer (100) [9]



Tapping any portions of buildings or infrastructure will make it impossible for anyone to move that portion until it has been tapped again or destroyed. If purchased with CP, you can designate who can and can’t use each of these hammers and if they can use both, or only one of its two functions. If both functions are disabled or do not apply to the current target it works like a normal hammer for driving nails and such, but it cannot cause any damage itself.

Yes, you can hold up a pipe and tap it to make an immovable rod. It will remain until the pipe can no longer be considered a pipe.

Magnets, How Do They Even Work? (100)





You have a Magnet On A Stick which lets you pick up lots of little items at once in a big mess of a ball, even if the items shouldn't react to a magnet. If you also have the Logic Bundle or Conveyor Bundle then you can install Logic Magnets which hover wherever you installed them and pull objects to them whenever they are given a signal through the cables on the back. Multiple Logic magnets oriented to pull from the previous one in the chain can make an effective transport for lots of little items. Neither of these devices cause any of the normal problems with electronics because it's not really using magnets at all.

Hooks (Variable)

Hooks in Hydroneer refer to various devices that Hook onto other machines. Many only make sense in the context of the game's physics for endlessly mining dirt and processing it into gems and ores or for purifying the water that powers the machines and conveyor belts. These can be purchased from the shops (See Merchants below). A few exceptions that can be used outside of this context are listed in brief here.

Centralizer Hook (50) [50]



Can be hooked into any machine that moves items from place to place. These small arms ostensibly grab any nearby items the mover can move and centers them for the mover. In truth, the centralizing process is a form of instantaneous teleportation.

Of strangest use is the Centralizers ability to grab items through thin walls, force fields, and other barriers if the item comes within a few inches of its sides.

Intake Booster Hooks (50) [33]

Boosts the flow rate of any pipe or item mover system it is hooked up to by 30%. Up to 4 can be attached to any one flow system and must be placed at the intake. These Fiat Backed versions will operate on any equipment regardless of tier or tech level. Any copies made of them will work for whatever tier or tech level it was being used on at the time.





Cosmic (Goliath) Drill (300) [10]

Unlike the regular Drill you can buy at the in-game stores, these throwbacks to an older version will work on any Tier/Tech level you have access to, collecting Cosmic Dirt you can process as normal to collect whatever would normally be available from your current host world at that world's rates. The rarity of what you find will be influenced by the tier of the machines used in that process. If you don't have a collection system attached it will deposit the Cosmic Dirt into your warehouse, properly labeled for future processing.
If taken out into the world it can accurately harvest any ore vein or scrap wreckage you have located.

Blueprints (300)

You learn how to craft all of the tech in this game, and somehow, to adapt it to basically work in any world. Any NPCs you have will also be able to make blueprints of any tech you bring them that is relevant to their skills. You will be able to follow these blueprints to duplicate the tech.

grandma's Maxed Experience Bundle Perks

All of these Bundle Perks are abilities that provide simplified access to or control of their contents. The items produced are not Fiat Backed, but your ability to produce them is. If you aren't using actual items you have in storage somewhere (in which case they are teleporting into place), these Perks will generate appropriate duplicates. Any damaged portions of duplicates vanish, being unsalvagable. Generally speaking 'acquired' implies legal ownership. Some theft Perks or Jump settings may bypass this. If you are playing with grandma's Maxed Experience then all of these are active while you are in Hydroneer, but they must still be purchased for use outside of Hydroneer.

Pipes Bundle (100)

You can endlessly install any type of pipe you have acquired. You install them in 1 meter segments up to 1 meter away from you, automatically hooking up to whatever you need them to in appropriate directions for the types of pipe you have acquired. Combine with Pipe Overhaul by Magn for ultimate pipe laying abilities.

Wiring Bundle (100)

Same as above, but for any kind of wiring. This works for both structural cables and wires for power or data transmission of all kinds, be it electrical, magical, or something even wilder.

Logic Bundle (200)

Allows you to add all kinds of simple logic arguments to any form of cable, wire, or pipe. This also allows the reading or altering of simple data (in a binary or numeric fashion) regarding the contents of those cables, wires, or pipes. Additional wires may be needed to transport this data where it is useful.

No more than 1 argument or read/write can be added into any game segment (usually 1 square meter) or 1 centimeter of space, whichever is higher for your setting.

Conveyor Bundle (200)

Allows you to install an endless supply of any conveyance devices that you have acquired or constructed up to 25 meters cubic. These can be installed within one meter of yourself. While the conveyors in Hydroneer are waterpowered, and thus must be placed on pipes, you could use anything designed for regularly sending items or people from one place to another. This includes elevators and teleporters, if you have those and the whole system is small enough. Like the pipes, you likely need to install power sources separately.

Construction Bundle (200)

Allows you to install an endless supply of any prebuilt construction segments (prefab walls, floors, ceilings, foundations, etc.) that you have acquired or constructed ranging between one meter square to five meters cubic. These can be installed within one meter of yourself.

Creative Items

Not purchasable in stores unless Creative Mode is active.

Wand (200)



Allows you to duplicate or delete any Hydroneer or construction item or tool (such as a segment of wall, side walk, a jack hammer, safety vest, etc.) you touch with it once every 3 seconds. The copy is backed items are returned to your Warehouse instead of being deleted.

Gravity Tool (100)



This marshmallow on a stick will glow red hot when used to levitate objects (identical to Don't Touch save that you have even less control of the objects orientation), and then bursts with flames when used to YEET objects away with considerable force.



Flight Cap (200)

While worn, the Flight Cap allows you to fly anywhere in Hydroneer, or across any of your own properties. You cannot use Don't Touch while using the Flight Cap. Attempting to do so will launch the cap off your head.

Hourglass (400)



Allows you to pause, fast forward, or rewind the time of day. To be clear, time will still move forward as normal, but the night and day cycle will not. Outside of video games and Jumper properties, this capability can affect a world for up to 24 hours before needing a week to recharge.



Invincible Water Filter Hook (100) [5]

This Water Hook will never break, nor allow machines on the pipes it leads to to take internal damage no matter how impure the water you run through it. Unlike regular Filter Hooks, you only need 1 per pipe network.

Hard Hat (200)



Similar to the Wand, wearing the Hard Hat allows you to place a copy of any construction component you are holding and still have the original in your hands (or telekinetic grip). The copies are not Fiat backed unless being used to construct on Fiat backed properties. Copying only works if the placement is viable and appropriate. It does not let you just spawn infinite copies in mid air. Note: This will also work if you are placing such an item via a construction vehicle/tool, like a crane or drywall lift. You do not need to be the pilot/operator, but must see or touch the vehicle/tool and be taking a significant part in the placement process or directing of the vehicle/tool.

Modded Items

Not purchasable in stores.

The Warborejack by Ore Vein Tools (100)

Smack an ore vein with this staff and it will transform into another random type of ore vein possible in the current host world (chances based on actual rarity). It will not become a previous type until it has been all others first. Every time you smack the vein after the first there is an (n x 0.1)% chance (where n is the number of times you've hit the same vein) that the vein will completely vanish.

Creative Dirt Pipe by ResaloliPT (200)

A bright pink pipe that spits out a continuous stream of dirt to be processed. This dirt counts as the highest tier the machine processing it can process.

Creative Water Pipe by ResaloliPT (200)

This bright blue pipe provides a continuous supply of purified water regardless of where it is installed. The water will flow at a rate suitable for the piping it is attached to, or give one impossibly large drip every second and a half (enough to fill whatever carriable container might be placed under the drip). This water obeys Simplified Hydrodynamic whether you have that Perk or not.

Creative Lava Pipe (400)

This bright orange pipe provides a continuous supply of high quality lava regardless of where it is installed. The water will flow at a rate suitable for the piping it is attached to, or give one impossibly large drip every second and a half (enough to fill whatever carriable container might be placed under the drip). This lava obeys Simplified Hydrodynamic whether you have that Perk or not. Careful, without Forge Tolerance the lava might burn you.

Improved Pallets by thelich (100) [2]

These pallets also negate object collision like the cart, and will auto-feed any items on them to nearby machines that need items they are holding. If those items are repair kits it can use them to execute basic repairs.

Pipe Overhaul by Magn (50) [Perk]

Rather than being an item, this mod is a Perk that allows you to connect any kind of pipe, wire, or other directional flow infrastructure in otherwise impossible directions without having to create new items and connectors for every twist and turn or crossover. As you are installing the item it just connects in the directions you desire and ignores directions you don't want to connect.



Deletion Hook by Gamerkuipers (100) [8]

Deletes from existence anything flowing through the portion of a machine, flow line, power cable, or pipe that it is attached to. These items/energies cannot be recovered.

OmniTool (100)

One tool that can switch for all kinds of mundane uses and grows with your knowledge. Becomes a Shovel to dig dirt, a Pick to destroy dirt and stone, a Rake to smooth the ground flat, Saw to split bars in half (or other common saw things), Chisel to split gems in half, Chopper to cut up foods, or any other tool you know how to craft up to your current tier/tech/mauses

TheRFCModShop by ResaloliPT (200)

Behind the Tools & Equipment shop in Bridgepour an empty lot has been renovated with a fancy little store and casino that sells all the Mod and Creative items for HydroCoins. These cannot be used outside of Hydroneer properties. If you do not have access to Bridgepour then the shop will be at the border of any Hydroneer properties you do have. If you don't own any Hydroneer properties then it will be virtually useless after the jump is over because you will only be able to use them in the store (which will be a warehouse addon).

Drawbacks

NonStarter (50: Included in Let's Game This Out)

Hope you have some other way to buy stuff, because you won't be starting with the free tools and land, and you can't work any land you haven't purchased.

Ghost Merchants (+50)

The NPCs can get quite annoying, so why not play in a world without them? Why not? As the Beta version of the game showed us, it's lonely. Unless you bring entertainment from outside there will not be a lot to do in this world for 10 years, so every little bit of the game really matters. For you, the NPCs won't exist. They aren't there. Anything they are needed for still works, but you won't see them, hear them, interact with them directly, nor will you see anything they do happen, it just will have happened.
After this jump, you gain the ability to toggle this effect, letting you selectively ignore NCPs and unnamed mooks at your whim. For you and your abilities, they just aren't there unless you want them to be.

Laaaaaaag (+50: Included in Let's Game This Out)

Be careful how much you have happening at any given moment or the world will slow down in random ways. Your mind will still be going at normal speed, but your movement will not. Some items may despawn if the lag prevents them from updating their movement for too long.
This is even more likely with Beta Physics or any time items are fighting for the same space. To be a little friendly, if you have both, you can also purchase the Shredder Hook to break up chunks of dirt into more manageable bits. The extra bits cause a little more lag on their own, but are less likely to get stuck in the first place, so better in the long run if you are careful. (This was a beta hook for conveyors, but was removed when things became more stable.)
Your countdown timer to leave is also slowed during lag, so you will be here even longer the more lag you cause.

Beta Physics (+100 : Included in Let's Game This Out)

The version of the world you have entered is riddled with buggy physics glitches. They don't happen all the time, and can even be reliably reproduced to some usefulness at times, but sometimes random

things happen. Objects will randomly fall through conveyors, or be shot off in random directions. You might fall through the world or suddenly teleport several feet. All issues become far more common and magnified when using vehicles. Expect to have your vehicle spin through the sky randomly for a few minutes every day when you just want to drive to town. Getting kicked out of the vehicle and having it stuck in the sky is a far more rare experience and can be fixed by getting close enough to use the Summon Vehicle command with it as the closest vehicle. That usually works, but you might still need to use the Unstuck command to get back down to the ground.
Since you are basically immortal and there is no real time pressure, these are more annoying than they are dangerous.

Annoying Audio (+100 : Included in Let's Game This Out)

The sounds of the game have improved a lot. But not for you. The sounds will be highly repetitive and never at your preferred volume. Multiple machines playing the same sound at the same time will stack into a deafening cacophony. You will never just 'be OK' with it, and are likely to get snarky with the repeated NPC lines well before the end of your first month, let alone the first of ten years. Expect to hear the Wilhelm Scream any time you do something the game didn't like, such as trying to steal from shops or cooling a crucible in a river.
Mixed with Beta Physics you will frequently hear clipping items fighting for their shared space, the clang and rattle growing worse and worse until you separate them or they fly away or vanish on their own.

Longer Stay (+100 each: Double for Let's Game This Out)

Each purchase of this Drawback extends your stay in this Sandbox by an extra 2 years. You may take it up to 5 times for a total of 20 years in this game. Hope you have plans for what to do.

Greedy Merchants (+100)

All stores sell items for far more, increasing in price the longer you are there. Similarly, the stable buyers will slowly pay you less and less for brining the same items in too short a time period. You will be far more dependent upon the random whims of the Stock Market, so be sure to pounce when the exchange rates are high.

Evil People (+200)

Incompatible with Ghost Merchants
The NPCs are actively hostile toward you. They will try to keep you from entering their towns, insult you, and attack you while you attempt to use their automated services. No one will have quests for you. On the plus side, the Guilds no longer charge exclusive Quest coins for their items/vehicles, but they also have the best defenses keeping you from buying them.

OoC Lockout (300: Double for Let's Game This Out)

Like a Gauntlet, you cannot use any of your abilities or items from previous Jumps, nor can you Import any followers, and your Cosmic Warehouse (or equivalent) is locked. You may still communicate with any people inside, but nothing can enter or exit for the duration of the jump. You do

still have access to your BodyMod (with any of its Gauntlet limits in place). Note: The Hydroneer universe, being a video game, only allows its own system of items and physics, so any perk lowering the Gauntlet effect to the stripping of Fiat Backing will provide no benefit here unless the ability/item in question already originated from a Hydroneer universe.

Hard Mode (+200: Double for Let's Game This Out)

Death is now far easier to achieve. Falling more than a couple feet can seriously mess you up, and this world has no form of medical services. Explosions and radiation become real issues if you employ those devices. You are still safe in a spinning vehicle, but maybe keep that Unstuck command handy as you can still get flung out. Luckily, you do still respawn, you'll just have to suffer through all these injuries.

Exposure to the Elements (+200)

Sun, heart, cold, and rain are all detrimental to equipment. You will need to shelter your machines and provide optimal operating conditions or they will take damage over time, well, more damage than the unfiltered water is doing already. This applies to all your equipment and yourself, even if you have Perks that would normally prevent it.

Rocks in the Dirt (+200)

Digging progress will be slowed by rocks and boulders that need to be removed before you can get more dirt to process. This also means that your Harvesters will consistently take damage while 'collecting' dirt. In fact, unless you are meticulous with cleaning, all of your equipment will take damage over time while exposed to dirt.

Dirt in the Rocks (+100)

(Requires Rocks in the Dirt) Now you have to break up the stony ground before you can access the pockets and veins of dirt within. You do start with a broom to gather up enough surface dirt to shovel so you can get started, but then you'll need a pickax.
Even when you do get valuables out of it, they are extra dirty requiring further cleaning steps. Gemstones are more likely to include impurities, reducing their value.

Hardcore (+300: Double for Let's Game This Out)

If you die, the game (and your countdown to leave) resets back to day 1. You must survive all the way to the exit time in one go. This triggers on death before any revival 1-Ups. Only preemptive 1-Ups that prevent death can protect you from the reset, but they also reset with the world, so you have access to them for each attempt.

One Shot (+100: Double for Let's Game This Out)

(Downgrades Hardcore) If you die then you fail this Jump. Move On or Go Home without anything you earned here.

One and Done (+200: Double for Let's Game This Out)

(Downgrades One Shot) Did I say Move On? Never mind, you Chain Fail. Go Home without anything from this Jump.

Scenario



Master Builder (Free for ItchyBeard Real Estate, -200 for grandma's Maxed Experience, +200 for Let's Game This Out)

The King has issued you a special quest line that requires you to build ever more elaborate structures on each of the digsites. The final quest is to build a brand new castle to show off the opulence you have made for him (better than the image provided, because you have much higher build height and property size limits).

In each plot he will also have some random extra requirement he doesn't tell you until after you complete the build, so you have to go back and rework things to include it to his childish whims.

If you succeed then you get to keep the entire island. You are refunded any CP you spent on Digsites and Towns. (ItchyBeard Real Estate is refunded at full price, regardless of what they actually spent. In most cases this should double their property investment.)

If you fail, then you fail the jump and must Move On or Go Home without anything you earned from this Jump.

Executioner (+200: Double for Let's Game This Out)

Any time you fail to please the King in his Quest, you die, respawning the next morning with 1/3rd fewer HydroCoins (the wait to revive is very boring). Furthermore, if you fail his Quest then you Chain Fail. Go Home without anything you earned from this Jump.

Please the ~~King~~ JumpChan (+500 Now, +500 Later)

Looks like JumpChan is a bit more finicky this time (or whoever your Benefactor is). This is a test to see how well you handle things.

Any Perk you have that shields your mind from boredom is disabled. Any thing that provides entertainment, such as TVs, Computers, or Holodecks, have all of those functions disabled.

You and any companions you bring with you will need to use the tools of this world to make your entertainment. Maybe you make games or art out of the resource flows. Maybe you use the logic circuitry to create games.
Regardless, if your Benefactor ever decides you are just too bored or boring then you Jump Fail. So stay happy, have fun amid the tedium. You're going to be doing it a long time.
Reward: If you succeed, you gain an extra 500CP at the end & add the No Boredom Perk to your BodyMod.
No Boredom: You will never become bored of anything (or nothing) unless you choose to.

The Wrecked Ship

There is a dock in BridgePour looking out over the ocean. In the distance, you can see bubbling water, as if something hot is coming up out there. At this dock a ship lays in ruin. The smoke stacks are toppled, deck plating out of order. The hull and paddlewheels need a lot of work, and you can bet it needs a new engine. Can you repair it? Not with the skills from this Jump, that's for sure. But maybe you know something the locals don't.

Reward: Fix up the ship using external skills and unlock the Volcalidus DLC & The Big Boat for free.

Companions

Anyone who enters this world will be subject to the General Rules and however you've altered the world.

Local Co-Op (100)

You may purchase a single Import allowing any one person traveling with you to purchase Perks and Items that don't alter the world (no property). The Imported Companion will gain 600 CP for making their purchases at full value and can take Drawbacks that only affect them to get more.

Multiplayer Remote Play Together (100 each: half for grandma's Maxed Experience)

You may purchase up to 3 Import 'Slots' and purchase Perks, personal use Items, & Bundles for them at 1/4th normal cost (no discounts, round up after totalling all purchases for all Slots. Leftover points are lost at the end of the Jump unless you have some way to save or convert them). You may also purchase Drawbacks that would only affect the person who took it to gain more CP usable only by that Slot. Each Slot is assigned a booth in your warehouse or on one of your properties.
Any Companion or Follower may use a booth to project an NPC avatar near you. This avatar (and to a degree, the Player using it) is subject to all General Rules and has the benefits and problems of all purchases for that Slot. Purchased Items cannot be used by others and will despawn when the Avatar is deactivated. These Avatar slots can be Imported to future Jumps with similar purchase restrictions, but all purchases remain attached to the Avatar.

The Choice!

Stay?

I'm sorry, what? You actually want to stay here? Oh, ok. I mean, that's your choice. Go for it. You get to keep the whole place even if you didn't earn it normally. Enjoy. And, I guess, you can spend your remaining CP for stuff in this Doc any time you want, if that still matters.

Go Home

Spend your remaining CP then return to your world of origin with everything you have earned in your Chain. Congratulations! Anything you don't have purchased or would lose access to resets or vanishes as appropriate. Sorry, but if you lose access to the Masterwork Forge then all but 1 of your drills is going away, and that one will be T1 (assuming you still have access to the Traveling Merchant). This includes any Hydroneer items you placed in your Warehouse.

Move On!

Same rules as Go Home, but instead of returning to your origin world, you get to continue on into another JumpDoc. Keep it Entertaining, Jumper.

What's this down here?

Unlock Journey to Volcalidus DLC - (100: Free Option for grandma's Maxed Experience)

The same General Rules apply if you take the ship over to the snowy and desolate DLC islands. These have new dig sites filled with ice and snow and lava instead of rivers. You fuel your machines here with lava using specialized lava pipes. Some of the equipment is too massive for your Don't Touch perk to move, so you'll need the Lava Hauler.

Buying this DLC unlocks the new islands for your time in Hydroneer and includes these dig sites in your Master Builder Quests, as well as the Scenario's ultimate reward. As such, you can buy all the new equipment in the various stores. Not much deserves its own Perks though. Unfortunately, far less has been documented about this land for me to draw from in making this Doc.

If you got it for free, you can't bring anything between the major islands. If you paid for it, you can.



Locations

Unlike the towns on Bastion, these towns can be purchased regardless of which dig sites you buy. Reminder: ItchyBeard Real Estate purchases all properties at a discount.

Lumberton Harbor (50)

Starter town, has Jeweler, Basic tools shop, King's Quest (with free Lava Truck and Map), Weapons Stock Market, Boat to Bastion





New Glade (100)

Has Museum, Iron, Gem & Jewelry Stock Markets, Basic tools shop, Traveling Merchant, Craftable shops (T1, 2, & 3 Masterwork Blueprints, Jeweler, and Ticket Office), and an empty (filled with logs) plot of land for the Mod Shop (if purchased above).

Burville (100)

Conveyor Store, Scrapyard, and a token shop with Igloo housing pieces and a few other goodies.



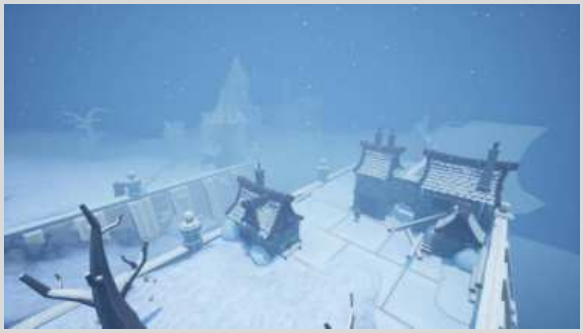


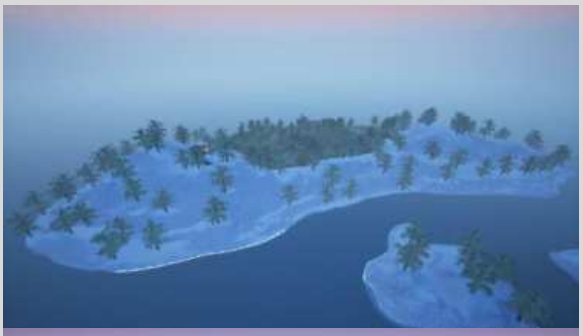
Shattered Outpost (100)

Forge Mark Refiner, Hobson's Powerworks, Vehicle store, (Lava Truck), Conveyor Store (with Sled Cart), Building parts store (all 4 styles), and Gold Stock Market.

The Barrens Harbor (50)

Boat to Mot's Island (costs Tickets). Bonus: Safe Harbor Perk: Purchasing this ensures that you will always be able to find shelter (for you and your vehicles) from any storm or other natural disaster encountered during your travels.







Mot's Island (50)

Vehicle Store (Lava Hauler, Lavabike, Lava Roller, Lava Thaw), Time Trial race track, Boat back to Volcalidus

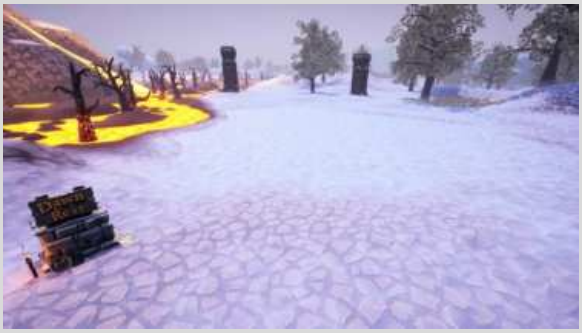
Volcalidus Peak Masterwork Forge (200: Free with Masterwork Forge & DLC)

It's the Masterwork Forge out here. Does what a Masterwork Forge do.

Dig Sites

Dawn Rest (Free)

Has lava flow nearby, and torch, shovel, bucket, pan and second map leaning on sign.





Scoria Chamber (100)

Has underground lava pools similar to Mildews Aquifer.



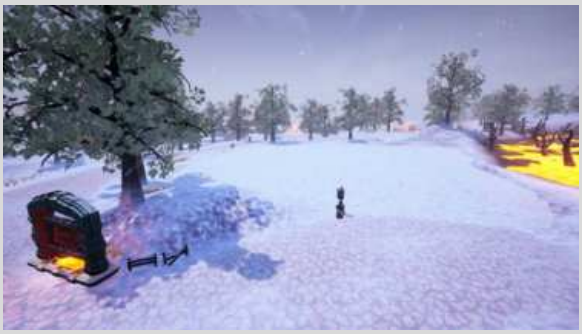
Shattered Breach (100)

Near Shattered Outpost on ice flow, has Lavaduct that ends in a lava pool.



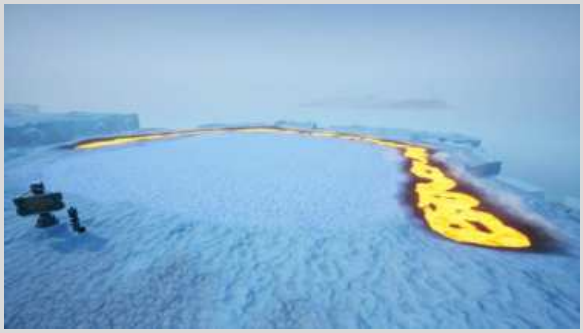
Waterside (200)

Between New Glade and Burrville, has a lava pond in back.



Cinder Footing (200)

Between Dawn Rest and the Shattered Outpost, near the base of Mt. Volcalidus, has a small lava flow nearby.



Lumberton Bluff (200)

On top of the Iceberg southeast of Lumberton Harbour, has a lava pool along the north and east.



Abandoned Miner (50 each: All 3 for 50 for ItchyBeard Real Estate)

Dotted around the island are three broken down mining machines you can restore to slowly produce one of two resources for you. They will need to be emptied by hand whenever they get full, but if you purchase this item then you will be able to hook up automation and keep them regardless of what other DLC properties you keep. You can switch which resource it produces with a switch at the base of the building.

- East Shelf: Produces Iron or Gold up to 300wt, at a rate of 1wt per 10 seconds.
- West Shelf: Produces Hardstone or Shard up to 500wt, at a rate of 15wt per 10 seconds.
- The Barrens: Produces Corestone or Cloutium up to 100wt, at a rate of 1wt per 10 seconds.

New General Rule/Perk

Ice Mechanics (50)

Water is not generally accessible in most areas, but you can mine up Ice and feed it into a Melter to produce water for other machines. Your drills collect ice, which you can either melt for water or process for resources. Once you get the Heavy Harvester you actually get both. Somehow, you never seem to freeze, even when you go down to dig below the Snow layer, down in the Permafrost. And for some reason, you still need filters on both your Water and Lava machines or they take damage.
Bonus: If you purchase this you are immune to the cold down to -200C. And you will always be able to take ice or snow and rapidly melt it in your hands. Lastly, you are immune to any negative effects caused by Cryosleep/Cryostasis. This Perk is considered part of your BodyMod.

Screenshot Camera (100)

The Screenshot Camera command allows you to send your perception (all your senses) up above your head and navigate in a slow ghostly floating motion to look around. You can move your perception up to 100 meters away from your body, but you are unable to move yourself while using this capability. You can then take snapshots of any visual information from this perspective in a method that you can export to any other image viewing system.
Bonus: If you purchase this Perk then you not only keep this capability, but you can keep the Camera active at all times without interrupting your regular movement and senses. This will help you coordinate your actions from multiple angles. It will not be any more taxing than using your regular senses.

Master Forge Marks (100)

Unrefined Forge Marks (can be collected all over the island (except the Barrens) using the Lava Hauler, taken to the Refiner (which is more of a huge melter), and then added as an ingredient in anything made in the Masterwork Forge. This adds a random buff or bane. Note: If you have any ability to rewind time or savescum, rewinding it to just before the Mark is freed from the ice will cause it to 'reroll' what buff or bane it will provide, but you only know what that is once you make something with it.
Bonus: If purchased, after this jump, any time you are digging vast quantities of rock or crafting new and unique items, you have a chance to find a Refined Forge Mark which you can use in any new crafting to infuse the item with its random buff or bane. If you still have access to Volcalidus then you can still collect and refine them as normal (only 2 will be in the ground at a time, another spawning randomly when one is removed), but you are no longer limited to using them in the Masterwork Forge.
The most common forms of Buffs and Banes are related to operational speed, range of operation (how big a hole a shovel digs, or how far a gun can shoot), damage/quantity output, durability, and resource efficiency, but other more exotic possibilities exist as well.

Lavafuel (200)

On this island all machines operate on lava. You can now use lava in place of things like gasoline for regular machines and it won't cause the machine any damage. Any lava you extract will remain liquid

and hot to touch regardless of how long it has been since you removed it, but this heat will not damage anything or anyone around unless they come in direct contact with it. The container will take no damage regardless. Lava will last the machine 100 times longer than regular gasoline. Things like jets and sports cars can still be fueled this way, but with a lower multiplier. A machine that uses high octane fuel will last about 80x longer on lava, while those that need jet fuel only last 50x, rocket fuel 10x. In all cases, their power output (speed, energy produced, whatever) is double normal (even if the machine shouldn't be able to handle that extra power). Regardless, this will not cause the machine to weigh any more than with its regular fuel. Lava fueled machines never emit pollution from using the lava, just hot air. If your vehicle uses Fire based weapons, they can burn three times hotter than normal at no extra expense.

Bonus: A machine you fueled with lava once will keep working this way until someone fills it with regular fuel. Lava in the machine never solidifies, regardless of how or by whom it was extracted. Though, unless you've left them a lava powered pump, they may have trouble getting the refills.

Exotic Upgrade (100)

At this point, you've sunk at least 300CP into this, and lava's not the easiest to acquire in most places, so let's make it worth it. Firstly, this upgrade makes simpler machines running on lava virtually unlimited, needing to refill the tank after a few millennia of operation. Heck, I'll even throw in that the machines self-repair so they last that long. More importantly, you can now use lava to fuel far more advanced machines such as spaceships that use anti-matter or 'hyper fuel pellets' or whatever. A liter of lava can fuel something like the Enterprise-D for a month, so a common bucket could extract enough lava to keep the ship powered for almost a whole year of standard operation.

Lava Vehicles

With water being so rare here, why not switch over to the plentiful lava. For some reason the trees on these islands are more tangible to vehicles, so be careful driving out there, but they are further apart. You'll be fine.

Lava Bike (50)



Zippy transport for errands. This bike, while a bit wobbly and bouncy, will never lose traction while it is still in contact with the surface it is riding on. It will also self-right within a few seconds of tipping over, protecting the rider from collisions. Items in the side car clip through anything else once settled and will not fall out accidentally. Bonus: Purchased Cart Upgrades apply to the Lava Bike, despite carts being used here too.

Lava Thaw (100)



Uses flamethrowers to clear out terrain. This one starts upgraded to T3, so can melt through any of the ice on all dig sites. Outside this Jump, the Lava Thaw would be considered a military vehicle and is more durable than an M1 Abrams, capable of up to 120 kph (75 mph) on the highway, and can output flames

capable of vaporizing several cubic meters of ice within seconds without damaging surrounding infrastructure unless you want it to.



Lava Hauler (200)

Used to lift and transport especially heavy equipment and Unrefined Forge Marks, which are apparently ‘too big’ for Don’t Touch. Outside this Jump, you can use the Lava Hauler’s arm like any industrial crane with a max load of 100 metric tons (mobile cranes usually can’t lift much more than 10).

Racing HUD? (50: Free for grandma’s Maxed Experience)



Ok, so the race track on Mot’s Island doesn’t have any kind of HUD or indicator for its use. But you know what does? Mot’s Grand Prix, a PICO-8 game that seems to have no relation other than the name. You gain either a HUD or just an awareness (as you prefer) of your speed (in whichever measurement you prefer) and your relative trajectory to your surroundings. If you are approaching a turn, you will know if you are going too fast to make the turn (Green is fine, Yellow is quite questionable, Red there’s no way you’re making that turn at this speed), and by how much, and know your relative placing in any race and what lap you are on. At any time you can start a mental stop watch that is accurate to 1 100th of a second, You can also seamlessly use something like the Screenshot Camera, but fixed to following your vehicle from behind, without giving up your normal senses inside the vehicle.

The Big Boat (200)

Normally, there are two big boats in the game. One takes you from BridgePour to Lumberton Harbor. The other takes you from The Barrens Harbor to Mot’s Island. Normally, to use the Barrens Harbor boat requires you to work for some of the locals so you can build the Ticket office, and then use their currency to buy tickets for each round trip.

Bonus: If you’d purchased or earned this Perk, then you don’t need to pay for Ticket’s between the above listed docks. You can even go to whichever one you want.

The true beauty of this Perk lies beyond Hydroneer. When doing selfless acts for people they may randomly give you a Ticket. You can take this Ticket to any industrial dock (meaning a tall ship could come up to the location, extend a 20m x 20m ramp and unload large vehicles), to summon the Big Boat. It will steam into the dock, lower its ramp, and let you load up cargo.

Tell the ticket where you want to go, insert it, and the ship will steam out, heading to the nearest industrial dock to your destination. There does not need to be contiguous water between the docks, the Big Boat can even cross dimensional boundaries within your Jump’s metaverse, or to a suitable dock in your Warehouse. You can choose to experience the whole trip or skip any amount of the portion between docks, able to vanish once you fully leave the first dock and appear as you are about to pull into the second dock.

Notable Lava Tools



Lava Drills & Harvesters no longer care about Tier, they care about what you have access to. The drill will produce plenty of ice for melting into water regardless of how deep you place them, but the deeper you can go the more resources they will produce. The initial ones you can buy with coins have Production Amount/Size and Speed banes. Ones you build lack any buff or bane unless you use Forge Marks, providing a good baseline.

Note: If you purchased the Automation Package, then Dawn Rest will start with a Drill & Harvester that lack Boons or Banes.

Heavy Lava Tools (100)



The Heavy Drill & Heavy Harvester are far more efficient and powerful, but they are flagged as ‘too big’ to be levitated with Don’t Touch. By default, you will need to use the Lava Hauler to move them around.

The Heavy Harvester can melt and process your ice for both water and resources at the same time, rather than choosing one or the other. One Heavy Harvester can easily handle the output of over 300 Heavy Drills.

Bonus: Purchasing this will upgrade Don’t Touch to be able to move ‘big’ items (including vehicles), or even collections of smaller items rather than moving everything one at a time. It is still imprecise, like using a crane with a hook or bucket.

Cosmic Heavy Drill Upgrade (100 each)

You may upgrade each of your Cosmic Drills to Heavy efficiency for 100 CP each. These drills can be levitated with Don’t Touch and you may insert up to 3 Forge Marks to temporarily apply their Buffs or Banes. This provides you a method of seeing what those Buffs and Banes are before using them to craft something else.

Note:

While the DLC still has several holes, the Jump is perfectly usable. If you have ideas for Perks, Drawbacks, or Items for me to add to improve it, while staying true to the Hydroneer experience and history, then feel free to contact me on Reddit: u/GigglingVoid. Don't just say 'hi' or I will ignore it, just state your idea.

Credits:

Techraptor.net for the location images.
Hybridsteel for a couple of YouTube thumbnail images.
Bridgepour.com for vehicle and item images.
Thanks to u/The-Geeson on r/Hydroneer for finding an image of the old Goliath Drill I could not. It might be lacking in detail, but I spent several hours trying to find better and could not. I used it for the Cosmic Drill idea in Mods. If I get a better image I'll edit it to be rainbow or sparkly or gold or something so it looks more Cosmic.
All original Mod creators are listed with the items they made as posted on Hydroneer's Steam Workshop. Some are not listed by the Mod, but an item in the Mod. Mods without a 'by' line I made it up myself.
Thanks to Josh of Let's Game It Out for bringing this game to my attention and supporting it through his connections at Humble Bundle.
Thanks to ItchyBeard and grandmaMax and anyone else who worked on this game.

Change Log:

V0.7 Public Announcement of WIP.
V1.0 Official Release.
V1.1: DragonJek pointed out the PDF is no longer available on the Reddit Drive.
Corrected some spelling and missed words.
Added Change Log.
Preparing for a much bigger update.
V1.2: Turned out to not be as big an update as I expected, but I did include some new perks based on DragonJek's suggestions. Feeling Salty?, Hydrofuel, Lavafuel, Exotic Upgrade, Racing HUD?, and The Big Boat. Purchasing Barrens Harbor now comes with a Safe Harbor Perk. Added the Wrecked Ship scenario to earn access to Volcalidus, and as such, raised the base price of the DLC slightly. I've also increased the font size of the base text to make it a bit more readable and rejiggered the layout a bit here and there.