



Cosmic Archipelago

A Jumpchain Alt-Warehouse Chain Supplement
V3.4.9 By Stormageddon01

<Why Pick The Cosmic Archipelago?>

Hey Jumper, have you ever wanted a place you can call home, *forever*? And perhaps an island retreat as well? Well, this is for you.

Far better than the barren concrete room that more Jumpers are used to, this is your little chunk of the great outdoors! As a builder's haven, you could build whatever you wanted in here!

...Or, at least, that's our theory. The Cosmic Archipelago encourages and supports DIY behavior, but does not mandate it. Not every Jumper makes their own stuff, we understand. So, for you, we've got a few Facilities for sale to make your life a bit easier.

Document Mode

You must select (1) of the following options before continuing.

[Early Bird]:

Start with +600AP.

Gain +75AP per Jump Period completed.

Combined Jumps only count towards one Jump Period.

[Big Spender]:

Start with +600AP.

You may spend up to 200CP from each Jump document to gain up to 100AP.

Combined Jumps may contribute to AP gain once per Jump document.

[Fashionably Late]:

Start with +100AP for every Jump Period completed before the Archipelago was acquired.

Combined Jumps only count towards one Jump Period.

You may convert spend CP from any source to gain AP at a 2CP → 1AP rate.

[Jumper The Builder]:

Start with +600AP.

You may convert spend CP from any source to gain AP at a 1CP → 1AP rate.

You may not purchase any Archipelago options from the Facilities section.

[Tack-On Extra Mode]:

Start with +600AP.

You must have acquired the Personal Reality in order to take this option.

You may convert WP to AP at a 1WP → 4AP conversion rate.

A special, permanent Access Door will be installed to link the two Warehouse Supplements.

Document-Wide Rules

[The Archipelago Dimension]:

The Cosmic Archipelago is its own dimension, or perhaps better put, an extra-spatial pocket reality, using tricks not too dissimilar to the same tricks used by the Personal Reality. However, this means the Archipelago has a few imposed limitations...

[Fuzzy Boundaries]:

The Cosmic Archipelago has a limited space of sea that can be accessed; Travel too far, and you'll find that will no longer be making any progress out into the seemingly infinite seas that surround the Archipelago.

Similarly, the space above the Archipelago, and the semi-molten mantle beneath, are also inaccessible. However, the extra-dimensional boundaries are a bit weirder...

[Extra-Dimensional Redirect]:

All attempts to leave the Archipelago through non-Spark means of dimensional travel will be redirected to a location nearby your current Jump. Similarly, this means that the Archipelago is accessible by most means of non-Spark dimensional travel.

<Island Builder>

Islands & Footprint

[Starting Island (Free & Mandatory)]:

Your starting island, which is required in order to have somewhere to start the Archipelago at all!

It projects a radius of possible land area around 25 kilometers long, or phrased differently, 50 kilometers across. You may design your own island's land area freely through the **[Biome Paintbrush]**. However, each of your Islands in the Archipelago must be a contiguous mass of land, with no deep waterways splitting them, although a stretch of reasonably shallow water is fine.

[Additional Island (100AP, Multiple Purchases Allowed)]:

A second island, much like your first, **[Starting Island]**.

It projects a radius of possible land area around 25 kilometers long, or phrased differently, 50 kilometers across. You may design your own island's land area freely through the **[Biome Paintbrush]**. However, each of your Islands in the Archipelago must be a contiguous mass of land, with no deep waterways splitting them, although a stretch of reasonably shallow water is fine.

[Flat Island Expansion (50AP, Multiple Purchases Allowed)]:

With one purchase of this option, you may expand the radius possible land area for a *single* island by another 25 kilometers. That's 50 kilometers of diameter tacked on from one purchase!

[Compounding Archipelago Expansion (200AP, Multiple Purchases Allowed)]:

For every purchase of this option, you may double the radius of possible land area for all islands.

[Welcome To Sealand (100AP)]:

Sections of your land area, or perhaps the entirety of an island, may now be fully underwater, allowing you to potentially link multiple landmasses together such that they count as a single island according to Archipelago rules.

[Archipelago Boundaries Extension (100AP, Multiple Purchases Allowed)]:

With each purchase of this option, your Archipelago boundaries are now twice as far away as they were previously.

Biome Painter

[Climate Control (Free & Mandatory)]:

All Biomes painted into the Archipelago by Archipelago-standard methods are fully fiat-backed, and will be maintained artificially, down to the smallest detail.

This feature will handle everything from the air temperature and composition of the atmosphere, down to the specific population of ant species and the acidity of the soil.

Additionally, this will create transitional areas between different Biomes painted into the Archipelago, that are usually 10 meters wide, but may be thinner or wider in some cases.

[Biome Paintbrush (Free & Mandatory)]:

You may summon a giant spectral paintbrush into the skies above your Archipelago, and may use that paintbrush to paint any Biome that you have in your current Palette of purchased Biomes onto the Archipelago as you desire.

This palette is divided into Air & Sea biomes, with the default options for both sides being “Sandy Beach” and “Open Sea”. You may paint any combinations of Biomes you wish into the areas provided by the Islands of the Archipelago.

[Earthly Biome (50AP, Multiple Purchases Allowed)]:

For any Biome found on the lands of our Earth, or at least any one that is primarily land, you may purchase it and add it to your Biome Palette through purchasing this option.

[Aquatic Biome (50AP, Multiple Purchases Allowed)]:

For any Biome found on the seas of our Earth, or at least any one that is primarily water, you may purchase it and add it to your Biome Palette through purchasing this option.

[Space Biome (100AP, Multiple Purchases Allowed)]:

For any Biome found in the skies beyond our Earth, or at least any one that is not *on* our Earth, you may purchase it and add it to your Biome Palette through purchasing this option.

[Import Specific Biome (200AP, Multiple Purchases Allowed)]:

For any Biome not found in the above options, and found in a current or previous Jump, you may purchase it and add it to your Biome Palette through purchasing this option.

Other Features

[Layered Painting (Free & Recommended)]:

In some cases, you might end up “painting” Biomes and other features in a manner irrespective of the possible 2D land area provided by the islands of the Archipelago. This is fine, and is expressly permitted.

[Dutch Polders (50AP)]:

You may now “paint” areas of land that are below ocean level, ensuring that they will no longer gradually flood. How specifically this works is up to you, but these lowered areas will require no maintenance and/or draining in order to remain dry.

[Specific Animal Import (50AP, Multiple Purchases Allowed)]:

Jumpchain is full of complex life and exotic creatures, such that there’s way, way too much for us to cover here. So instead, here’s a blanket option:

If it existed in a current or previous Jump, you may import them into the Cosmic Archipelago through purchasing this option, and they will be covered under **[Climate Control]** for good measure.

Additionally, you may choose “paint” any creature you have purchased through this into specific locations through the **[Biome Paintbrush]**, in case you wish to control where they appear.

[Flying Islands (100AP)]:

You may make some or all of your islands in your Archipelago airborne, and may make them follow simple repeating paths through the air as a result. You may reprogram these movement paths at any time, or directly control the islands to move to specific locations.

[Resource Rich (200AP)]:

Your Archipelago now has abundant deposits of respawning resources. While a larger Archipelago will obviously have more of these, these ones will respawn in a new location every time they are at most 90% gone, and will gradually and fully regenerate if you leave them alone for a week or so.

[Import Specific Feature (200AP, Multiple Purchases Allowed)]:

Jumpchain is full of exotic and esoteric features, such that there’s way, way too much for us to cover here. So instead, here’s a blanket option:

If it existed in a current or previous Jump, you may import it into the Cosmic Archipelago through purchasing this option. In order to do so, however, you must “paint” it into the Archipelago, which you may do through the **[Biome Paintbrush]**.

<Archipelago Integration>

Access Methods

[Arrival Dais (First Free & Mandatory, 400AP Per Extra)]:

A 30-meter wide raised platform made out of pitch-black obsidian with a compass pattern made out of colorful crystal embedded into the floor, with a terminal facing south on the north tip of the compass. This special Dais can summon portals to the locations of whoever calls a portal from it, however, this Dais does not contain any of that functionality itself; See **[Door Me!]** for an explanation of how that's supposed to work.

The Dais terminal, *however*, can be used to manage the currently open portal(s), such that they may be manually closed, or that recent portals may be re-opened, or the currently open portal may be nudged to a nearby environmentally safe location, or such that a portal to a random (relatively) safe location within the bounds of the Jump may be opened.

[Door Me! (Free & Mandatory)]:

The Jumper, Their Companions, and Their Followers may consciously call any Arrival Dais in the Archipelago to summon a portal to the Archipelago at their location. These portals may be up to 30 meters wide, although multiple intersecting / conflicting portals cannot be summoned at the same time; This serving as a limit to how many portals can be open at once.

If need be, you may use the terminal of any Dais to manually remove somebody from the call system. Otherwise, this system cannot be hijacked, nor can anyone connected into the call system be forced or tricked into *unwillingly* opening a portal by any means.

[Sail Me Home (200AP)]:

By sailing into the seas beyond the Archipelago, you will find yourself sailing through a mysterious fog bank, arriving into the nearest sea to your destination within the Jump.

Anyone with access to the **[Door Me!]** call network may reverse this process, summoning a fog bank within the Jump in order to sail back into the Archipelago.

Additionally, anyone with **[Door Me!]** access can make a more permanent access-way as a result.

[Fly Me Home (200AP)]:

By flying into the skies beyond the Archipelago, you will find yourself flying through a mysterious cloud bank, arriving into the nearest area of sky to your destination within the Jump.

Anyone with access to the **[Door Me!]** call network may reverse this process, summoning a fog cloud within the Jump in order to fly back into the Archipelago.

Additionally, anyone with **[Door Me!]** access can make a more permanent access-way as a result.

[Drive Me Home (200AP)]:

A special road bridge heading away into the infinite seas outside the Archipelago has been added, which may be traversed to mysteriously travel to any other road bridge within the Jump.

Anyone with access to the **[Door Me!]** call network may reverse this process, mysteriously driving across any other bridge within the Jump in order to drive back into the Archipelago.

Additionally, anyone with **[Door Me!]** access can make a more permanent access-way as a result.

[Launch Me Home (200AP)]:

By launching into the space above the Archipelago, you will find yourself arriving through a mysterious spatial anomaly, arriving in the space above your destination within the Jump.

Anyone with access to the **[Door Me!]** call network may reverse this process, summoning a spatial anomaly within the Jump in order to launch back into the Archipelago.

Additionally, anyone with **[Door Me!]** access can make a more permanent access-way as a result.

[Archipelago Gateway (600AP, Multiple Purchases Allowed)]:

A permanent, massive archway made out of pitch-black obsidian, on a rounded raised platform with at least 15 meters of floor space spanning away from each end of the archway, with a long section of platform connecting both end of the archway at the bottom.

This precise details of this Gateway's dimensions are up to you. However, that's not what is so special about this Gateway. This Archipelago Gateway may be used to permanently link a portal to a current or past Jump, in a manner that completely bypasses all normal Jumpchain restrictions.

A pair of four terminals, two per side of the archway, can be used to control the Gateway's functionality, allowing you to temporarily freeze the world on the other side, temporarily and semi-permanently close the portal and link altogether, or to nudge the portal to a safer location, or to move the portal to any other location within the bounds of the Jump.

Just beware, Jumper. Not all Benefactors will like you getting this...

Standard Import

All import options provided by this section may be purchased multiple times.

*Facilities may be imported through this section when the document is in **[Jumper The Builder]** Mode.*

[Standard Terrain Import (Free / 200AP)]:

You may import a section of terrain into the Archipelago, either into / onto an Island, or from a pocket reality into the Archipelago.

For Free, you must be able to fit / rearrange the section of terrain into an area of possible land area.

For 200AP, you may ignore the rules surrounding possible land area, and place it into / onto any island, disregarding whether or not if what you did was even allowed.

All lands and biomes imported by this method will be fully protected and automatically maintained by **[Climate Control]**, and will be fully fiat-backed to boot.

[Standard Facility Import (Free)]:

You may import a Facility into the Archipelago, either directly into / onto an Island, or as a custom building that contains a Facility not meant to be outdoors.

Regardless, your imported Facility will be fully fiat-backed.

[Pocket Reality Import (Free)]:

You may import any form of Pocket Reality, including other Warehouse Supplements, into the Archipelago, connecting them through a custom building containing some form of permanent access-way to the Pocket Reality of Warehouse Supplement in question.

Regardless, your imported Pocket Reality will be fully fiat-backed.

Other Interactions

Facilities may be purchased from this section when the document is in [Jumper The Builder] Mode.

[Microbial & Pest Threat Nullification (Free & Highly Recommended)]:

Your Archipelago can no longer be a Plague Carrier. Full Stop.

Upon entry into the Archipelago, all undesirable microbes, pests, infections, diseases, and similar, will be purged and immediately replaced with a harmless equivalent. The only exception to this cleanup will be any such things in properly sealed containers, and even then they will be automatically cleaned up if they are released and/or as they escape their containers.

You *can* choose to not take this option, but... *Are you really sure?*

[Benefactor Bar (Free, May Be Required By Your Benefactor)]:

A place to meet with your Benefactor at. By default this is a seaside bar of some kind... Minus the fact that it doesn't have to be like that, as it turns out! Your Benefactor may move and redesign this bar to their current desires, or may let the bar automatically adjust itself to reflect your upcoming Jump.

Your Benefactor may summon the Jumper, their Companions, and their Followers here between Jumps in order to discuss your upcoming Jump's build, and so that they may freely talk with you.

[Warehouse Compatibility Doorway (Conditional Free)]:

Much like with **[Pocket Reality Import]**, You may create a portal doorway to your other Warehouse Supplements, on a simple pitch-black obsidian plinth. However, doorways created by this method cannot be more than 5 meters wide, and 5 meters tall.

[Cosmic Conservatory (100AP / Conditional Free)]:

Perhaps you'd like an adventure?

Once Per Jump, you will be granted a small mission of some kind, suitable for your current Jump. Once completed, you get to take a little fragment of that Jump with you inside of your Archipelago, with that fragment being fully fiat-backed. What this "Fragment" may turn out to be will depend on the Jump in question, and could be anything from a common houseplant to an exotic set of altered physics, but this option won't create anything greatly out of proportion with the scope of your mission.

Optionally, for a complete **+100AP refund**, you may instead make these missions major endeavors, with the resulting "Fragment" being suitably grand, in exchange for the quest likely taking a significant fraction of your in-Jump time to complete.

Regardless of what mode you take this option in, these endeavors will remain about as difficult at the end of your Jumpchain journey as they would at the beginning of your journey, as they will scale up as your Jumpchain build becomes more powerful.

[Favorable Multiverse Integration (200AP)]:

Don't want, say, the forces of Chaos intruding on your Archipelago? *This option is for you.*

Your Archipelago is exactly as accessible through dimensional travel as you wish for it to be, even if that means it is selectively accessible to different groups of people.

You may be as specific and arbitrary in your access restrictions as you wish.

[Body Modification Bay (First for 300AP, Double Bay Count For 100AP)]:

A special self-contained autonomous medical bay that can rapidly and quickly heal people of all injuries, medical conditions, mental issues, and similar...

...And slowly apply Body Mod Supplements. The time required to apply a Body mod is highly variable, but will never take more than a day of non-stop work.

Additionally, this Bay can also apply and/or remove more mundane bodily modifications, and is perfectly capable of doing so safely no matter how extensive and/or involved adding or removing them should be.

You may double how many Body Modification Bays you have for an additional **100AP**, which you may do multiple times if you so wish.

<Facilities>

Jumper Town

[Starter Hut (Free, Recommended)]:

A passable wooden hut with a bedroom, primitive kitchen, and a cupboard with a replenishing supply of hard tack and fresh water. Comes with a self-cleaning outhouse around the back.

[Stately Jumper Manor (200AP)]:

A 30-room building more than large enough for a Jumper and their eight Companions, of a layout, theme, and design of your choice. You may update this building at the start of each Jump, and it will keep all upgrades, expansions, and improvements.

[Companion Dream Retreat (200AP)]:

Each of your Companions will receive a large 4-room building more than enough for their needs, of a layout, theme, and design of their choice. They may update their buildings at the start of each Jump, and it will keep all upgrades, expansions, and improvements.

These buildings will be placed in a cluster, in a relatively thematic location.

[City Of Followers (200AP)]:

Each of your Followers will receive a large 2-room apartment more than enough for their needs, of a layout, theme, and design of their choice. They may update their apartments at the start of each Jump, and it will keep all upgrades, expansions, and improvements.

The overall structure of these apartments will form a small town of housing.

[Town Spirit (Free)]:

You may choose to impose a cohesive theme onto the entirety of the Jumper Town, changing everything to match a singular theme, or a set of themes therein. Everything from the seasonal “Halloween Town” to “Art Deco Suburbia” is permitted here.

You may redo your choices for this option once per Jump Period.

[Mix & Blend (Conditional Free)]:

With the consent of the occupants, you may mix and blend the building and rooms from **[Stately Jumper Manor]**, **[Companion Dream Retreat]**, and **[City Of Followers]**, as you wish. Everything from combining buildings to covering over the streets is permitted here.

Community Center

[Community Center (100AP)]:

The center of the Community Center this large open room has a storage cabinet and mini-fridge in one corner that can summon supplies for any small occasion, such as a birthday party or game night, once daily. Otherwise, this part of the Community Center is merely a spacious, well-lit room.

Additionally, this building has fiat-backed utilities, and does not require **[Power & Light]**, **[Water & Waste]**, or **[Fuel & Gas]** in order to function properly.

[Cosmic Arcade (Free, Requires Community Center)]:

A moderately large but surprisingly extensive arcade.

This Arcade will start out with 30 arcade machines based on various Generic Jump themes, and will gain an additional 5 arcade machines based on each Jump you have completed in your Jumpchain journey. If a Jump was based on a video game, you will also be granted a special “Arcade Version” of that video game as one of your aforementioned Arcade machines.

Additionally, this arcade has a self-stocking prize counter, which can be used to redeem your high scores into various prizes, ranging from small candies, all the way up to low-end smartphones. All attempts to acquire prizes by improper means are guaranteed to fail.

Finally, the entire place is self-cleaning and self-operating.

[Cosmic Gift Shop (Free, Requires Community Center)]:

A fairly small but surprisingly complete gift shop.

This gift shop will start out with 30 random items based on various Generic Jump themes, and will gain an additional 5 items based on each Jump you have completed in your Jumpchain Journey. If a Jump was based on some sort of media property, one of these items will be a universally compatible copy of the media property in question.

Additionally, for each and every Jump, the items added by completion of the previous Jump will be on sale, and are guaranteed to remain 50% off until the Jump is over.

Finally, the entire place is self-cleaning and self-operating.

[Cosmic Cafe (50AP, Requires Community Center)]:

A fairly large but remarkably quaint cafe.

This cafe has an extensive selection of simple foods and pastries for sale, with a soda fountain and an extensive selection of types of coffee that are much the same.

Additionally, the prices for this place are quite cheap, and the food and drink here is actually pretty good, and so is the coffee. *Especially the coffee.*

Finally, the entire place is self-cleaning and self-operating.

[Cosmic Cafeteria (50AP, Requires Community Center)]:

A remarkably large but rather bare cafeteria, with a rapidly replenishing supply of basic but impressively high quality foods and drinks available at the counter, with a high quality attached kitchen available for those who would prefer to cook for themselves.

The food and drink here prefers to restock when nobody is looking, and the entire place is self-cleaning and self-operating.

[Cosmic Pool (100AP, Requires Community Center)]:

An arbitrarily large self-cleaning and self-maintaining indoor pool area with a large selection of hot tubs, slides, diving boards, and other equipment, with a set of self-operating lifeguard equipment that ensures that the everyone's experience at the pool remains safe.

The interior area Cosmic Pool is as large as it needs to be to satisfy everyone in the pool area. However, the outside size of the pool will remain constant.

[Cosmic Library (100AP, Requires Community Center)]:

A library to match those libraries of legend. Well, in modern terms, anyhow.

First, is that this library is guaranteed to contain a physical and/or digital copy of every piece of media that any Jumpchain Jump is based on, properly divided by genre, type, and rating.

Second, is that this library will gain another 10,000 pieces of media for every Jump document that you complete, sourced from both your home reality, the reality that Jumpchain was based on, and the Jumps that you have completed.

Third, is that the Library includes many reading spaces, TVs, low-end computers, and even a local WIFI network, all in the name of allowing people to experience the media that this library provides.

[Cosmic Cinema (100AP, Requires Cosmic Library)]:

A massive universally-compatible movie cinema split into as many different areas as is necessary to satisfy the movie-goers, with the ability to bring up a copy of any piece of media available through your Cosmic Library.

And yes, controllers will be provided if necessary. Have you ever wanted to game on a 30-meter screen? No? Well, what about with an audience?

[Cosmic Game Room (100AP, Requires Cosmic Library)]:

A massive game room with a large number of high-end gaming PCs, upgraded versions of consoles, and an infinite supply of dubiousy-healthy snack and drink items available through a counter to one side of the game room.

This room has a fiat-backed untraceable internet connection, and nothing within this room can be hacked, infected, or otherwise subverted in any way.

Cosmic Mall

[Cosmic Mall (100AP)]:

A large open plan shopping mall with fiat-backed utilities, staffed by slightly odd people who only seem to be around when people are looking for them, all so that you may shop for whatever you want! Oh, and the entire place is self-cleaning and self-operating.

[Open Market (Free, Requires Cosmic Mall)]:

A large open market, that sells an impressively massive diversity of foodstuffs, materials, goods, devices, and even electronics... *Minus* the fact that you most likely won't run into the same stall ever again after the day is over. The prices in the Open Market are guaranteed to be reasonable, at least.

[Historic Storefronts (Free, Requires Cosmic Mall)]:

A large section of the Cosmic Mall is dedicated to historic storefronts based on your previous Jumps... Or, well, if you have any previous Jumps, that is.

You start with 5 storefronts based on 5 different Generic Jump themes, and will gain 5 additional storefronts for each Jump document you have completed on your Jumpchain journey.

[Jumper-Link Electronics (50AP, Requires Cosmic Mall)]:

A store that sells all sorts of generic universally-compatible electronic devices, ranging all the way from basic mini-fridges, to laptop computers, to even full-on gaming server racks.

The prices here are decent, and the overall product quality is excellent.

[Small Box Store (50AP, Requires Cosmic Mall)]:

A big box store that focuses on smaller and cheaper goods. Things like groceries, cheap folding furniture, minor electronic devices such as LED lamps, phone chargers, and toasters, and even some basic crafts materials such as cardboard, tough fabric, and glue guns.

The prices here are excellent... Although they *don't* seem to have *anything* that costs more than \$500.

[Big Box Store (100AP, Requires Cosmic Mall)]:

A big box store that focuses on the bigger and more expensive goods. Things like exercise machines, laptop computers, tablets, fancy furniture, full-size fridges, and even some more expensive materials around the back, such as chain link fence supplies and fertilizer.

The prices here are more... *Questionable*. Even so, everything here is still a good deal for what it is.

[Wheel Deals (100AP, Requires Cosmic Mall)]:

A large store on the edge of the Mall that sells cars, trucks, and other similar road-going and off-road vehicles. The vehicles offered by this store are in good condition and at a decent price, while the indoors area of the store offers replacement parts.

[The DIY Warehouse Store (200CP, Requires Cosmic Mall)]:

A large warehouse store on the edge of the Mall that sells all sorts of bulk materials, including everything from large spools of copper wire, to high-quality steel girders, to even a small selection of quality-first power tools.

The prices at this store are *excellent*, but as they focus on quality first, the prices from the warehouse store still end up rather high...

[Jumpchain Delivery Network (200CP, Requires Cosmic Mall)]:

Ah, Jumperzon. *No*, it's not called *that*, but that's pretty much what this is.

Order something through the in-store kiosk, or over the local intranet, and it will be quickly delivered to the storefront, ready for pickup within a half-hour.

The selection of goods provided by this store is rather absurd, but the prices aren't all that amazing, and you'll definitely get what you paid for, so if you cheap out... *Don't be surprised*.

Cosmic Park

[Cosmic Park (50AP)]:

A remarkably large and walkable park area with a few small supporting facilities, quite suitable for relaxation, and entirely self-cleaning and self-maintaining.

[Green Field (Free, Requires Cosmic Park)]:

A large green sports field, suitable for any sport that could be done on a reasonably flat plain of grass. Comes with a small shed to one side, with a respawning supply of sports equipment and related items.

[Green Space (Free, Requires Cosmic Park)]:

A few large areas of green space lie within your Cosmic Park, enabling those who would prefer to relax in a slightly tamed variant of nature.

[Greenhouse (100AP, Requires Cosmic Park)]:

A large greenhouse with an arbitrarily large interior, with an internal space filled with numerous plots of eternally-fertile soil, broadly suitable for the growth of all small plants in existence.

This Greenhouse will require some love and attention in order to grow into a beautiful & bountiful garden, but you can do it, Jumper!

[Sports Stadium (100AP, Requires Cosmic Park)]:

A large sports stadium always suitable for whatever sport is desired by the players at hand. Oddly enough, while the stadium can alter and/or expand its internal volume, it's exterior size and layout never seems to change.

Your stadium comes with a back closet of arbitrarily large size, that can supply any and all sports equipment desired by the players of each game.

[Simulated Opponents (50AP, Requires Sports Stadium)]:

Your sports stadium can now summon construct opponents to be engaged with in sports activities.

Each time an enemy "group" is summoned, the participants may decide on how skillful, experienced, talented, and inherently capable their new opposition is.

Additionally, the constructs provided by this Option may be of any race and/or species from a current and/or previous Jump.

[Combat Arena (200AP, Requires Cosmic Park)]:

A large combat arena always suitable for whatever bloodsport is desired by the players at hand. Oddly enough, while the arena can alter and/or expand its internal volume, it's exterior size and layout never seems to change.

Additionally, it is impossible to kill anyone in this arena, and anyone who "dies" will instead be teleported into the bandstand, perfectly unharmed and intact. Anyone who leaves the combat arena will be instantly healed of all harm and injuries sustained inside the arena, and the arena floor has a barrier surrounding it that prevents any onlookers (and the rest of the Archipelago) from experiencing any harm from the fights that go on within this arena.

[Simulated Gladiators (100AP, Requires Combat Arena)]:

Your combat arena can now summon construct opponents to be engaged with in bloodsport activities. Each time an enemy "group" is summoned, the participants may decide on how skillful, experienced, talented, and inherently capable their new opposition is.

Additionally, the constructs provided by this Option may be of any race and/or species from a current and/or previous Jump.

Finally, you may summon copies of any opponent you have previously fought across before or during your Jumpchain journey.

[Holofield (400AP, Requires Cosmic Park)]:

A massive mixed holographic and force field generation system, designed to operate as what is quite possibly the world's ultimate IRL VR system.

However, unlike a Star Trek Holodeck, your Holofield is limited to single congruent areas, and is not permitted to cause permanent harm. Even so, it is fully capable of simulating injuries.

Additionally, Holofield systems can be accessed through a regular set of terminals around the Holofield's exterior can be used to upload new games and systems, and to automatically convert non-compatible games into Holofield compatible versions.

[Holofield Bubble Mode (200AP, Requires Holofield)]:

Ah sorry, did we say that your Holofield was limited to a single congruent area? Well, now the Holofield can project separate "bubbles" of space around each person in the simulation, thus allowing as many people who can fit into the Holofield to explore what's potentially an infinitely large simulation environment.

Servant Constructs

[Servant Construct Bay (200AP)]:

A bay that functions as an endless supply of servant constructs, which can do any function that your average human can, just as well as your average human. They are completely loyal to the Jumper, their Companions, and their Followers, by fiat.

While these constructs appear to be vaguely human, they are obviously not, and they are a more accurately thought of as a good fake of humanity than the real thing, as they are not truly intelligent, nor do they have free will.

[Thematic Servants (Free, Requires Servant Construct Bay)]:

Your servant constructs may have non-human, themed, and otherwise abnormal appearances.

You may customize how they appear, and determine if they have any distributions in appearances, and your servant constructs may have minor powers associated with their current appearance.

[Specialist Servants (100AP, Requires Servant Construct Bay)]:

Your servant constructs may now have the equivalent to a specialist training in a single field, such as healthcare, security, or plumbing.

Your specialist constructs may be changed to mirror their role, such as in the case of a security construct being unusually burly and muscular, or in the case of a masseur being unusually dexterous.

[Empowered Servants (100AP, Requires Servant Construct Bay)]:

Your servant constructs can temporarily use copies of your Perks, Powers, and Abilities, but only one of them may use a copy of each Perk at a time.

[Servant Overmind (200AP, Requires Servant Construct Bay)]:

All of your servants are now a part of a hivemind. While this hivemind is perfectly loyal to you, your goals, and your desires, much like the simple servants that came along before it, the overall hivemind not only facilitates perfect communication between all servants in the Archipelago, but also enables them to “pool” their mental processing power to solve more complex and intensive tasks.

Other Utilities

[Walking Paths (Free)]:

A self-expanding network of walking paths, that will attempt to grow to connect all commonly used areas in the Archipelago. While these paths are not suitable for heavy vehicles, they will be suitable for motorized carts.

[Docks, Bridges, & Misc. (Free)]:

As related to the above, your path network will grow a selection of additional features as it goes along, allowing it to properly bridge over otherwise impassible gaps, place the occasional bench with a good view, create the occasional dock pier that allows access to the water for boats, and so on and on.

[Streets & Roads (100AP)]:

Much like in the case of **[Walking Paths]**, but for heavier vehicles that can't move with as much agility as somebody on foot. This comes with all of the required bridges, tunnels, and will cut into the terrain as needed to properly connect all of the major areas of the Archipelago by car or truck.

[Rail & Station (100AP)]:

Much like in the case of **[Walking Paths]**, but for rail vehicles with far stricter limitations on where they go. This comes with all of the required stations, bridges, tunnels, and will cut into the terrain as needed to properly connect all of the major areas of the Archipelago by passenger and freight rail.

[Fuel & Gas (100AP)]:

It would be a bit awkward to have to buy fuel for the Archipelago, so here's a good solution:

Your Archipelago now has a large number of self-serve gas stations that will refill with gas, diesel, and natural gas nightly.

What's more, every building in the Archipelago will be connected to a network of gas lines and self-refilling gas tanks, that will grow as necessary in order to supply all buildings in the Archipelago.

[Power & Light (100AP)]:

Your Archipelago is now connected by a large smart power grid, capable of sending power from anywhere to anywhere else, up to line capacity. Your smart grid will grow as necessary to connect all buildings in the Archipelago, and comes with a network of small hydro power stations, vertical-axis wind turbines, long-lifetime batteries, and rooftop solar arrays in order to provide eco-friendly power even when none should be available.

[Water & Waste (100AP, Requires Power & Light)]:

A sustainable water supply, powered by your Smart Grid, with an unending supply of fresh water either from a specific location in the Archipelago, or from a bunch of water tanks that will refill nightly. Your water network will grow as necessary to supply fresh water to all buildings.

Additionally, your water network also comes paired with a wastewater disposal and hot water network. Your wastewater network terminates into a self-emptying hole in the ground, after being cleaned of all contaminants. Your hot water network mostly branches off of your water network soon before it enters a cluster of buildings, allowing a large number of buildings to share a large central boiler.

[Network & Intranet (200AP, Requires Power & Light)]:

Your Archipelago now has an intranet. By default, this is achieved through a system of cellular repeaters and dedicated WIFI hotspots, but as your Archipelago grows, your Intranet will grow with it to match, gradually developing dedicated network trunks and cables to connect different buildings in the Archipelago as the need for capacity and network speed grows.

What's more, your Archipelago now has access to your Jump's current internet, through a perfectly untraceable connection that cannot be hacked, with an impossible firewall that prevents all undesired external access, despite not being configurable in any way.

Finally, one last treat: If your Benefactor is amenable, we'll throw in a read-only connection to your own origin reality's version of the internet.

[Financial & Monetary (200AP, Requires Power & Light)]:

A dedicated connection into your current (and potentially origin's) financial networks. This network is untraceable, and yet somehow completely legal. This network connection can be used to manage your funds more directly, or to simply have an untraceable account for whatever reason a Jumper might want one (of which there are a *lot* of possible reasons).

[Totally Tubular! (200AP, Requires Power & Light)]:

A network of... Pneumatic tubes? This network might seem a bit strange, but it has mailing address somewhere that allows anyone within the Archipelago to receive their mail from the outside world on demand, delivered directly to their doorstep.

What's more, this network can be used to send packages between locations within the Archipelago, exactly as required and desired. However, people are not allowed to use this network to get around.