

# BIOSPHERE SUPPLEMENT TO THE FOUNTAIN JUMP

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v.1.7

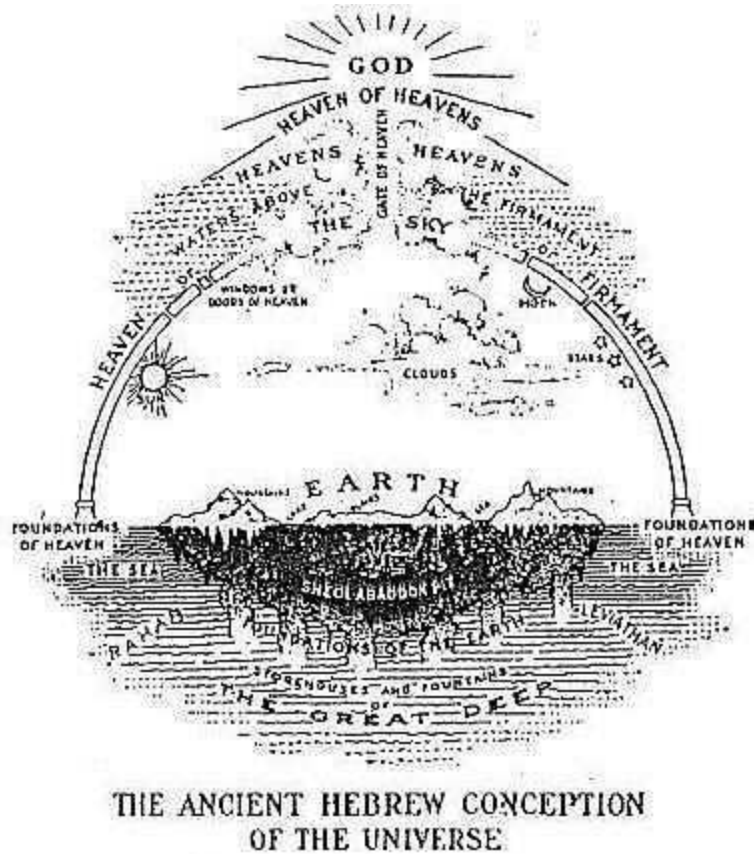
If the Biosphere in the Fountain Jump seems a little... threadbare, you can upgrade it to a full remodel by spending 400 CP instead of the 100 CP listed in the jump document (Discounts still apply... and if you apply both of your Item Discounts and use your freebie you can actually get it free.  $400/2/2=100$ , you're welcome). The Biosphere Remodel gives your Warehouse an exterior. Outside your Warehouse is now a bubble universe, a celestial crystal sphere that looks out on the vastness of the empty infinite. Don't worry, you can make it opaque. The Warehouse rests on a small floating island that is yours to customize as you like. Note, this does not expand the size of your warehouse, though if you have Housing and buy Freestanding, it will move your Housing outside of the Warehouse, so that will free up a little space.

## **BASICS**

- The Sphere is divided into an inner "Land Space" World and an outer "Air Space" Shell. If the World expands, it does not increase the thickness of the Shell and vis versa. The sphere is always a perfect sphere.
- The initial World is 1 km from edge to edge and contains your base island. The Island is 1 km in diameter. It is mostly circular, with an area of  $0.785 \text{ km}^2$ . It is 200-250 meters thick and all jagged on the bottom. The World is a sphere, though the half above "sea level" is likely to be largely full of air. It is exactly as tall as it is wide. Your warehouse is always at the exact center of the World's horizontal axes, though it can be raised or lowered vertically if you have the means.
- The initial Shell is also 1 km. This means it is  $\frac{1}{2}$  km give or take, from the edge of your initial island. If you fall off the edge of the island, you will fall to the bottom of the sphere and need to get someone to come and get you if you cannot fly.  
Building within  $\frac{1}{2}$  km of the outer edge of the Shell is prohibited.
  - Gravity is Earth normal.
- You have 600 Build Points to spend if you're using this stand alone, or 800 if you did the Fountain Jump.

**Changelog 1.7:** Added Expanding Your Sphere of Influence

# Artist's Conceptions of the Sphere



\*Turtle and Elephants Not Included

# **WORLD SIZE UPGRADES**

## **ISLAND SIZE UPGRADES**

*Pick no more than one.*

### **The Big Island [20BP]**

Your Island is now 4km in diameter / 12.6 km<sup>2</sup> in area.

The thickness doubles to 400-500 meters.

Your World expands to contain this larger landmass.

### **The Bigger Island [50BP]**

Your Island is now 16km in diameter / 201 km<sup>2</sup> in area.

The thickness quadruples to 800-1000 meters.

Your World expands to contain this much larger landmass.

### **The Huge Island [90BP]**

Your Island is now 64km in diameter / 3,217 km<sup>2</sup> in area.

The thickness increases to 1600-2000 meters.

Your World expands to contain this respectably sized landmass.

### **The DAMN Island [140BP]**

Your Island is now 256km in diameter / 51,472 km<sup>2</sup>.

The thickness maxes out at between 3 and 4 kilometers thick.

Your World expands to contain this entirely impressive landmass.

## **ISLAND CHAIN UPGRADES**

*Pick no more than one. Each includes the previous level.*

### **The Other Island [20BP]**

You now have 2 islands.

The second one is a quarter the diameter of the primary island.

This doubles the size of your World to give your new island space.

### **The Other Other Island [50BP]**

You now have 3 islands.

The third is 1/16th the diameter of your primary island.

This doubles the size of your World again.

### **Archipelago [90BP]**

You now have up to 8 islands, each one 1/4th the diameter of the last.

If your main island is 256 km across, your other islands will be

64 km, 16 km, 4 km, 1 km, 250 m, 62.5 m, 15.6 m.

This doubles the size of your World once more.

### **Double Archipelago [150BP]**

You really like land, don't you? Okay, just for you.

You now have 2 Secondary Islands, 3 Tertiary Islands, 4 Quaternary Islands, and so on.

You may also have up to 200 smaller islands that may not exceed 4 m across.

This doubles the size of your World one last time.

## **SHELL THICKNESS UPGRADES**

*Select not more than one.*

### **Snowball in Hell [20BP]**

The thickness of your Shell is now 4 km in all directions.

### **Par 60 [50BP]**

The thickness of your Shell is now 32 km in all directions.

### **Beyond the Reach of Man [90BP]**

The thickness of your Shell is now 512 km in all directions.

### **Mote in God's Eye [140BP]**

The thickness of your Shell is now 2048 km in all directions.

### **Rocks can Fly? [50BP]**

Your islands can now fly. This merges your World and Shell, allowing your islands to float as you direct around the inside of your Sphere. Your Sphere's total dimensions from both Shell and World are added together and then doubled. This is as large as the sphere can get, and with Damned Island, Double Archipelago, and Mote in God's Eye means your Sphere will be 16,384 km across. ( $256 \times 16 = 4096 + 2048 + 2048$ )

With The Ocean Not So Deep, the ocean flows all the way to the walls and fills the lower half of your sphere. You'll have to get water up to your islands yourself.

# **ENVIRONMENTAL UPGRADES**

## **Biosphere Day Cyclor [Free]**

Now you can run your Biosphere through a day night system.

## **The Ocean Not So Deep [50BP]**

Instead of just being surrounded by air, your Island is surrounded by water. This water is freshwater and drops down to the bottom of your island, but only has a seafloor for the first 100 meters in all directions. It does not have tides or waves and has no flora or fauna. This ocean extends out to within 1km of the walls of your sphere, including down.

Requires at least Snowball in Hell.

## **The Seafloor [20BP]**

The ocean around your islands now has a seafloor that extends out as far as your ocean does. It gets progressively deeper the further from land it is, down to within 200 meters of the bottom of your thickest island.

Requires The Ocean Not So Deep.

## **Ocean Life [20BP]**

Your ocean now teams with freshwater plants and fish, shellfish, and bivalves. Nothing poisonous or dangerous exists in this environment naturally, but you could import it if you like. There are no marine mammals, but you could bring those in too if you like.

The native species are self replicating, even if fished to extinction.

Requires The Seafloor.

## **Saltwater Fanatic [5BP]**

The Ocean around your Islands is now Saltwater, you giant weirdo.

On the upside, this means that your oceans can support much more vibrant aquatic life.

Requires The Ocean Not So Deep

## **Coral Reefs [10BP]**

Your Ocean now has coral reefs that are incredibly sturdy and increase the biodiversity (if any) of your oceanscape. They are self repairing and prevent algae blooms.

Requires Saltwater Fanatic.

## **Tidal Generator [5BP]**

Adds tides and ocean currents that you can shape and control.

Requires The Ocean Not So Deep

### **Tidal Falls [10BP]**

Normally, the edges of your Ocean just stop when they meet the edge of the Shell. This is no longer the case. The waters there tumble down into the abyss in endless waterfalls. The further you raise the seafloor towards the surface, the stronger the pull of the falls.

Requires Tidal Generator.

### **Weatherworks [15BP]**

Want to do a spot of sailing or just like a breeze? This machine makes the wind blow.

There are now heavy updrafts for you hang-gliders.

There are now big white fluffy clouds floating around inside your Biosphere.

You have complete control over weather if you have the Observation Deck.

### **Season Simulator [10BP]**

Like variation? Now you can set the seasons to cycle anywhere from once a day to once a century. Don't like Winter? Skip it! Want to make up your own seasons? Cool!

Requires Weatherworks & Day Cyclers.

### **Climatology [10BP]**

Now you can designate latitudes inside your sphere where the climate varies, either arctic at the center and tropical at the edges or vis versa. Need not be that extreme.

Requires Season Simulator.

### **Terrain Modification Engine [40BP]**

All the flat getting to you? This machine can raise hills or create valleys or rivers or any other terrain features you might want within your Biosphere. You could even make mountains that tower up to 30 km high if your Sphere is big enough.

Terrain features rise or fall no more than 1 meter per 24 hours.

High mountains will develop snow caps if you have the Weatherworks and Oceans.

### **Floral Universe Creation Kit [20BP]**

All the endless grass getting to you? This machine can create forests, jungles, savannahs... you name it. Plants grown with this machine grow 1 meter per day and each machine can create up to 5,000 cubic meters of living plant matter every day. This system can generate 10,000 different species of plant and adding a new one simply requires a genetic sample. Only natural plants can be generated. The machine can be removed from your Biosphere for up to 7 days before needing 28 to recharge.

### **Small Fauna Generator [25BP]**

Want some chipmunks, birds, butterflies, bees? Nothing this machine generates is overly dangerous or a pest species, and the system automatically keeps everything in check, even if you're a dick to nature. Each Generator can produce and maintain up to 500 species of small (5kg or smaller) animal life, both terrestrial and aquatic. Each machine can create up to 5,000 kg of animal life per day. To add a species to this machine's databank, you must have at least 50 different genetic samples of that species. Only natural animals can be generated.

### **Big Fauna Generator [50BP]**

Want some more... aggressive or majestic species? Or just some sheep or cows or piggies? This is for you. Each machine can generate and maintain up to 50 species of large (500kg or smaller) animal life, both terrestrial and aquatic. Animals made by this machine will not be hostile, but can be dangerous if provoked. Each machine can create up to 5,000 kg of animal life per day. You will need to acquire at least 50 different genetic samples from the same species for this machine to add it to its databank. Only natural animals can be generated.

### **Megafauna Machine [50BP]**

Each Megafauna machine can create and maintain up to 50 different megabeasts, from no more than 6 species, that can populate your Biosphere. Each Megabeast can mass up to 500 metric tons. Each one takes 10 days to generate and they will eat whatever they normally would eat. They will not reproduce on their own, and can be hostile if attacked. Only natural animals can be generated.

## **FUN UPGRADES**

### **Celestial Bodies [5BP]**

Suns, Moons, Stars, Rings, Comets, Meteor Showers, Other Planets? You name it, all of them can progress across your fake sky. They're just images, but comforting ones. You have full control of them.

### **Transport Disks [20BP]**

These disk platforms are all over your Biosphere. Each one can carry a person at 10km/h to anywhere within the sphere and each can carry up to 750kg. They can be programmed to follow you around and there is even a Transport Disk launch station at the very bottom of the sphere in case someone gets stuck down there.

### **Industrial Disks [10BP]**

Removes the weight limits from Transport Disks.

### **Zippy Disks [10BP]**

Increases the maximum speed of the Transport Disks to 100 km per hour

### **No Ground? No Problem [100BP]**

You and your friends can now fly simply by leaping off the edge of an island.

Don't get used to this, as it doesn't work outside of this pocket universe.

Children raised in The Biosphere might sometimes forget this.

### **Random Wormholes [5BP]**

For no explicable reason, random person-sized portals will occasionally spring up connecting two points in your Biosphere. These look like black vortexes in the air and will always lead someplace safe-ish. They'll always be on ground level and not to anywhere super hot or super cold or restricted. They are two way.

### **Very Naughty Random Wormholes [10BP]**

These no longer are limited to your Biosphere. They can connect to any world you are currently in and, since they are two way, random people from outside can wander in.

This is a terrible idea. Don't take this.

Requires Random Wormholes.

### **Mega Wormholes [15BP]**

They are no longer just person-sized. Expect random life forms of all sizes.

Combining this with Very Naughty Wormholes is just... wow.

Requires Random Wormholes.

## **UTILITIES**

### **Utilities [Free if you have them from the Warehouse or Housing]**

Electricity

Intranet with wifi (will only connect to outside data net if you have that upgrade)

Running Water (Fluoridated or not, your choice)

Sewage System

AC & Heating to all buildings.

### **Basic Pollution Scrubber [Free]**

This pulls all incidental contamination out of the atmosphere of your Sphere.

### **Industrial Pollution Scrubber [20BP]**

This will pull all contamination out of the atmosphere and hydrosphere of your little world... no matter what or how much you might generate.

### **Airport & Marina [20BP]**

Not only does this give you a place to store, maintenance, and launch all your watercraft and aircraft, it also allows you to generate a world rift that allows you to bring them into or out of whatever world you happen to be visiting.

### **Observation Deck [25BP]**

This structure is at the top of the Sphere and allows you to look down upon all your creation, like some kind of god. If you have controls, they can be accessed from here instead of from the warehouse. You can even move your bedroom up here. Only you and those you invite can enter.

### **Friends From Home [50BP]**

Did you leave friends and family back in the... the place you came from once upon a time? Beam them up. They have 5 minutes to decide if they want to join you or be returned to the moment they left from with no memory of this. Once they stay, they're stuck until you go home for the last time or they decide to drop off into a setting for good.

### **Restricted Zones [25BP]**

You get to set areas of the Biosphere (like the warehouse) off limits to some people. Like keeping kids out of the arsenal... or your friend who's on a diet out of the fridge.

### **Hydrogeology [20BP]**

Your islands now have a complete hydrogeological cycle, meaning that water, in the form of cold, freshwater springs, will form on all your islands, providing rivers and ponds as appropriate.

### **Geothermals [30BP]**

Your islands now have the capacity for active geothermal sources. Each island in your Biosphere can be individually toggled to have a lava system installed, which allows for both hot springs and geothermal power taps.

# **FACILITIES**

## **Rope Ladders [Free]**

Extends off the bottom of all your islands so you can climb up.

## **Farming Zone [5BP]**

Farms for your Farming Needs. Covers 20 hectares initially, but can be purchased multiple times, doubling the farming area each time. The soil is always perfect for whatever crops you plant in it.

## **Freestanding Buildings [10BP]**

Each of the various add-ons to your Warehouse now are freestanding, forming a nice compound, or spread out across your entire domain.

## **The Village [50BP]**

As your companions have children (if they have children) each child gets their own house in the Village Automatically.

## **Industrial Plant [100BP]**

Your Biosphere includes a complete factory system, including advanced Atmospheric and Hydrological Pollution Scrubbing. You'll have to find someone to do the actual production, or find robots. It is the size of Detroit and automatically up to whatever tech-level your science has reached.

## **PVP Zone [100BP]**

Exactly what it sounds like. All damage dealt inside the zone is removed upon leaving the zone, even apparent death or dismemberment. Yes, it was all in your heads.

## **Adventure Zone [100BP]**

Gives your main island a series of caves and dungeons that is constantly evolving and changing full of danger and wonder. Alternatively, one of your smaller Islands can become an Adventure Zone instead. The dangerous creatures of the Zone scale up or down to provide challenge to anyone who enters and the environment is only partially destructible. The dangers cannot leave the Zone.

# **WORLD MODS**

## **The Hollow Earth [150BP]**

Congrats, it's a Geode. This swaps your Shell and World, wrapping your Islands and Ocean around a vast open atmospheric volume, a hollow Planetoid. This requires The Seafloor and comes with the Observation Deck for Free. Said Deck is now located in the center (inside your sun if you have one... you should unless you enjoy darkness or sourceless all pervasive light). This purchase grants you two more copies of all land masses you previously purchased above... that's 3 main islands (only one of which has your Warehouse on it), 6 Secondaries... and so on if you've bought Double Archipelago.

## **Bereshiet 2.0 [700BP]**

Not enough room yet? It's all about the land, isn't it? This is the whole Package. It comes with The Ocean Not So Deep, The Observation Deck, Tidal Generator, Weather Works, Season Simulator, Hydrogeology, Geothermals, and a planet. What kind of planet? One the size of Mars. You have complete control over how much of surface is covered in water and how much is land. You get to shape the land. You get complete control over the density of the atmosphere and the coastlines, you get to seed it with any natural animals and plants you can think of, plus any quasi-natural ones you have genetic material from. You can do almost anything you want... for 7 days. After that, you can no longer make changes at will to the world. Everything from the weather to the environment is now out of your direct control. If you want to change it, you'll need outside terraforming technology. You wanted to play god...

## **City in the Sky [50BP]**

*A.k.a Fun with Gravity Manipulation*

You can split your landmasses between two different parallel zones, each  $\frac{1}{3}$  of the way down (or up) the side of the sphere. Each will have gravity as normal and each will see the other hanging above it in apparent violation of the law of Gravity

## **The Realm of the Dead [200BP]**

Your very own afterlife. Anyone you kill or anyone who bears your mark when they die comes here, gaining a normal physical form. A mundane, ageless, and immortal physical form. Wings and lyres optional.

## **Expanding Your Sphere of Influence**

Once per future Jump, you may purchase 15 Additional BP at the cost of 100 CP.