

## BIOSPHERE SUPPLEMENT TO FOUNTAIN JUMP

The Biosphere 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 Island is 1 km in diameter. It is mostly circular. It is 200-250 meters thick and all jagged on the bottom.

The Sphere has an airspace of 1km. This means it is 1km give or take, from the edge of your island. If you call off, you will fall to the bottom of the sphere and need to get someone to come and get you if you cannot fly. Nothing can be built within 1km of the sphere to preserve airflow. Gravity is Earth normal.

You have 600 Customization Points to spend.

### Size Upgrades

The Big Island [20CP]: Your Island is now 4km in diameter. Your sphere expands to contain it.

The Bigger Island [30CP]: Your Island is now 16km in diameter. Your sphere expands to contain it. Requires The Big Island

The Huge Island [40CP]: Your Island is now 64km in diameter. Your sphere expands to contain it. Requires The Bigger Island

The DAMN Island [50CP]: Your Island is now 256km in diameter. Your sphere expands to contain it. Requires The Huge Island

The Other Island [20CP]: You now have 2 islands. The second one is a quarter the size of the primary island. This doubles the size of your sphere.

The Other Other Island [30CP]: You now have a third island. The third is 1/16th the size of your primary island. This doubles the size of your sphere again. Requires The Other Island.

Archipelago [40CP]: You now have up to 8 islands, each one a quarter the size of the last. (If your main island is 256km across, your other islands will be 64km, 16km, 4km, 1km, 250m, 62.5m, 15.6m). This doubles the size of your sphere once more. Requires The Other Other Island.

Double Archipelago [60CP]: 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 4m across. This doubles the size of your sphere one last time. Requires Archipelago.

Snowball in Hell [20CP]: The airspace within your sphere is now 4km

Par 60 [30CP]: The airspace within your sphere is now 16km. Requires Snowball in Hell

Beyond the Reach of Man [40CP]: The airspace within your sphere is now 64km. Requires Par 60.

Mote in God's Eye [50CP]: The airspace within your sphere is now 256km. Requires Beyond the Reach of Man.

### Environmental Upgrades

The Ocean Not So Deep [50CP]: 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 and this it requires at least the first Sphere upgrade.

The Seafloor [20CP]: 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.

Ocean Life [20CP]: 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 a Seafloor.

Saltwater Fanatic [5CP]: The Ocean around your Islands is now Saltwater, you giant weirdo.

Tidal Generator [5CP]: Adds tides and ocean currents that you can shape and control.

Weatherworks [15CP]: 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 in your Biosphere

Day Cyclor [Free]: Now you can run your Biosphere through a day night system.

Season Simulator [10CP]: Requires Weather Generator & Day Cyclor. 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!

Terrain Modification Engine [50CP]: 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.

Floral Universe Creation Kit [50CP]: 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.

Small Fauna Generator [25CP]: 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 [50CP]: 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.

#### Fun Upgrades

No Ground? No Problem [100CP]: 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.

Celestial Bodies [5CP]: 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.

Megafauna Machine [50CP]: 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.

Transport Disks [20CP]: 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 [10CP]: Removes weight limits

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 contamination out of the atmosphere of your Sphere.

Observation Deck [25CP]: 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 [50CP]: 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 [25CP]: 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.

### Facilities

Rope Ladders [Free]: extends off the bottom of all your islands so you can climb up.

Farming Zone [5CP]: Farms for your Farming Needs. Each covers 20 hectares.

Industrial Plant [100CP]: 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.

Adventure Zone [100CP]: 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.

PVP Zone [100CP]: 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.

Freestanding Buildings [10CP]: Each of the various addons to your Warehouse now are freestanding, forming a nice compound, or Biosphere out across your entire domain.

The Village [50CP]: As your companions have children (if they have children) each child gets their own house in the Village Automatically.