

BIOSPHERE SUPPLEMENT TO THE FOUNTAIN JUMP

By SJ-Chan
v.1.3

Changelog: clarified terms and hopefully made the math simpler. Added a few new items.

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. 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 axis, 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.
 - Nothing can be built within 1km of the sphere to preserve airflow.
 - 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.

WORLD SIZE UPGRADES

The Big Island [20BP]

Your Island is now 4km in diameter. Your World expands to contain it.

The Bigger Island [30BP]

Your Island is now 16km in diameter. Your World expands to contain it.

Requires The Big Island

The Huge Island [40BP]

Your Island is now 64km in diameter. Your World expands to contain it.

Requires The Bigger Island

The DAMN Island [50BP]

Your Island is now 256km in diameter. Your World expands to contain it.

Requires The Huge Island

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 [30BP]

You now have a third island. The third is 1/16th the diameter of your primary island.

This doubles the size of your World again.

Requires The Other Island.

Archipelago [40BP]

You now have up to 8 islands, each one 1/4th the diameter 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 World once more.

Requires The Other Other Island.

Double Archipelago [60BP]

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 World one last time.

Requires Archipelago.

SHELL THICKNESS UPGRADES

Snowball in Hell [20BP]

The thickness of your Shell is now 2 km in all directions.

Par 60 [30BP]

The thickness of your Shell is now 8 km in all directions.

Requires Snowball in Hell

Beyond the Reach of Man [40BP]

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

Requires Par 60.

Mote in God's Eye [50BP]

The thickness of your Shell is now 128 km in all directions.

Requires Beyond the Reach of Man.

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 8,704 km across. ($256 \times 16 = 4096 + 128 + 128$)

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. With Skylandia, 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.

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.

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.

Requires The Ocean Not So Deep

Tidal Generator [5BP]

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

Requires The Ocean Not So Deep

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 in your

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 Cyclor.

Terrain Modification Engine [50BP]

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 [50BP]

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 [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.

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

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.

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.

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 [25BP]

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 [50BP]

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.

Requires Daycycler and Weather Works.

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.

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.

PVP Zone [100BP]

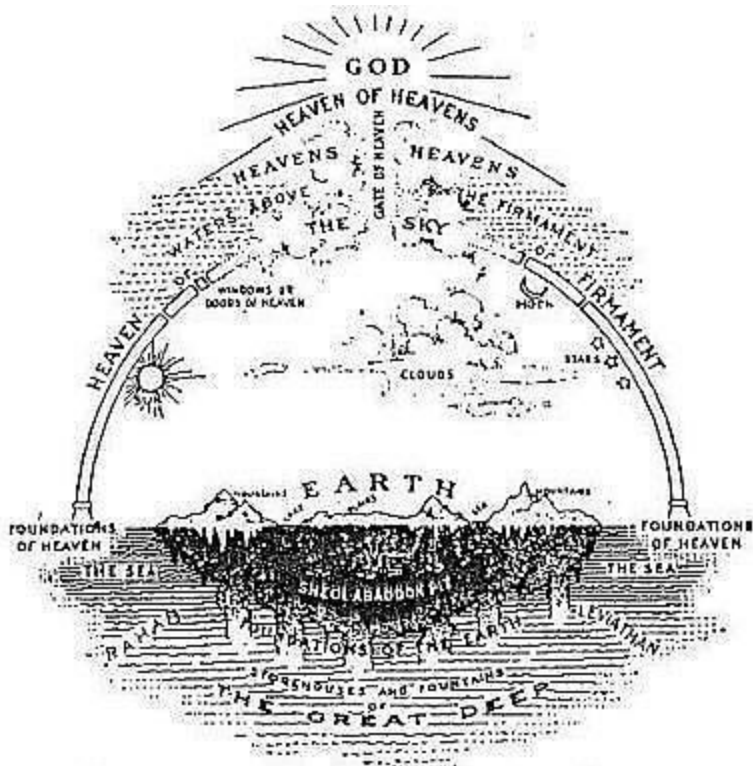
Exactly what it sounds like. All damage dealt inside the zone is removed upon leaving the zone, even apparent death or dismemberment. Yes, it was all in your heads.

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 Ocean Not So Deep, The Sea Floor, Double Archipelago, and Mote in God's Eye, though it comes with the Observation Deck for Free. Said Deck is now located in the center. 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.

Artist's Conception of the Sphere



THE ANCIENT HEBREW CONCEPTION OF THE UNIVERSE

TO ILLUSTRATE THE ACCOUNT OF CREATION AND THE FLOOD

Illustration from George L. Robinson, *Leaders of Israel*
(New York: NY: Association Press, 1913), p. 2.

Reprinted with permission from A.J. Matill: *The Seven Mighty Blows to Traditional Beliefs*, by A.J. Matill. Flatwoods Free Press, 1995.*