

The Riftbreaker

By Ovid



Welcome to Galatea 37! This alien planet is 24,571 light years from Earth, and is rich with natural resources. You are a Riftbreaker, a scientist/commando combination that is partnered with your very own 5-meter tall Mecha-Suit with an onboard AI. Your mission is to travel via a one-way interstellar Rift jump to Galatea 37, and do whatever is necessary to create a functional Rift Station, so that a two-way portal to Earth can be established, and humanity can begin colonization. Be aware that despite years of long-range quantum scans, only a portion of the planet has been documented, so expect surprises.

That was your mission statement, at least. You are already on the planet, just you and your Mecha-Suit against an entire world. And now that you are here, who says you have to obey that objective? A planet full of life might be worth studying and preserving, and not just turning into another factory world of humanity.

Whatever you end up deciding, let's get you sorted out. Here's **+1000 CP** to get you started.

First off, what gender are you? Or would you rather pick a different one? Honestly, it doesn't matter, so there's no cost to change it if you want to.

Similarly, your age doesn't matter, beyond being an adult. Riftbreaker Command doesn't rely on children (anymore). So no cost to pick your age either.

Starting Biome: Galatea has a couple of drastically different biomes, and Riftbreaker Command can try to adjust your target destination a bit. Pick one option below.

-Tropics: The jungle/tropic biome is one of the densest concentrations of plant life on the planet. There's lots of sources of water such as mud and sludge pools, and even some flowing water. There's also some signs of cobalt deposits in the area. For risks, there's been some geological shifting detected, as well as some short lived tornados, as well as more moderate weather patterns. Lowest risk.

-Acid Plains: This region is covered by acid clouds, as well as trace amounts of palladium. There's readings of high acid concentrations in both flora and fauna, as well as lots of sludge that could be used as fuel for gas power plants. Expect acid weather, as well as acid-based biologies. Potentially high risk.

-Radioactive Desert: One of Galatea's continents appears to be a desert that has been scorched by intense radiation and very intense solar radiation. The first may be signs of prolific radioactive material deposits such as uranium, and the second seems to be caused by extremely thin atmospheric shielding. Don't expect much water, but if you can find a way to stabilize the sands, there's a lot of potential build area here. Medium risk, if you can find a way to shield from the various forms of radiation.

-Volcanic (+100CP): There are signs of titanium deposits in this region of extreme volcanic activity. Temperatures are in the 800-1000 Kelvin range, and with so many nearby volcanoes, expect earthquakes, ash clouds, volcanic rock bombardments, and building-melting hot ground. There are some odd colder areas you might be able to build in, though the source of these cold spots might not be what you expect. Be advised, there are some odd magnetic and gravity anomalies in the area that will likely disable some of your equipment. On the other hand, so much magma means you could build magma power plants in bulk, and geothermal vents should be twice as productive as other biomes. High risk, high reward.

-Metal Valley: This is the site of an ancient impact an unknown amount of time ago. Somehow, the flora of this valley has incorporated metals into their composition and/or appearance, and many of the fauna are cybernetic hybrids with weapon systems and armor plating. However, there are decent amounts of cobalt and you can harvest much of the plant and minerals here for various heavy elements, except for Uranium. There are some geothermal vents, but all of the liquid pools here are an unknown silver liquid giving off odd readings. The overall impression of this area is that it's an alien valley on an alien planet. Lets hope there aren't any terrors lurking here...

-Other: With so little of Galatea 37 scanned, who's to say what other biomes are possible, or what may be in said biomes? New animals, plants, minerals? There is no intel available on these areas, so tread lightly.

Discounts: The way discounts will work here is that you get a number of discounts per price point, that you spend on that price-tier or lower. Repeat purchases only need one discount. So a 100CP option that is discounted is free, and you can get infinite free versions, or a 300CP is discounted to 150CP and you can buy as many as you like at the 150CP price point, or alternatively have the lower price points discounted, in case you want both 300CP and 200CP variants for some reasons. This is more relevant for the item and building sections.

-Perks: You have 1 discount each for 100, 200, 400 and 600CP perks.

--Destructive Terraforming (100CP): When all you've got is a Mecha-Suit, which is 5 meters tall and wielding an appropriately sized power sword, all plants look like future kindling. With just a swing of your melee weapon of choice, you can turn plants, rocks or similar obstacles into much smaller pieces. It's a decent way to find resources too. Full grown trees fall in only a swing or two, giant crystals and rocks become much smaller equivalents, even grass gets mowed down without you having to bend over. It doesn't matter what or how much mineral content your target has, it's still getting cut down to size. Thankfully, this isn't limited to just melee weapons; you can even go landscaping with explosives.

--On Solid Foundations (100CP): When a Riftbreaker first arrives on a planet, they will be in a rush to get the essentials up and running. Very few care what the ground quality is like, as long as they can put buildings on it. But there comes times when being slowed down by rough ground just isn't efficient. It's even worse when you experience environments that don't actually have safe places to build, and you need to make some. For that, you've been trained in the design and implementation of adaptive foundations and flooring. If you need to prevent rampant plant growth in an acidic biome, you could put down an anti-acid flooring. Deserts might require nanotube-laden floors to prevent quicksand from shifting under you, and volcanoes might require cooled floors to deal with the high ground temperature that might otherwise cook your buildings. And who knows what other situations you might come across. You'd even be able to adapt your foundations to being built over liquid surfaces, or crevasses in the local geography. Regardless of what specific adaptive flooring you use, all of them will slightly increase your mecha-suits travel speed, and even slow down local fauna.

--Green Energy Efficiency (100CP): A Riftbreaker will need to consider all sources of energy in order to get a full base up and running. But the cheapest energy sources to build are also infinite sources, as they are renewable ones. Every Riftbreaker has blueprints for solar panels and wind turbines, and might eventually decide on needing geothermal power plants or biomass power plants. But you've further optimized your particular set of blueprints, and can get any renewable energy source to output twice as much power. Please note that while biomass power plants aren't technically renewable/sustainable, the Plant Biomass and Animal Biomass power plants both are affected by this perk. The Bio Composter that turns water and plant biomass into flammable gas does not count for this perk.

--Command and Control (200CP): Riftbreakers are trained in many things, but when it comes to defense, they can only rely on themselves and their Mecha-Suit, as well as any base defenses they thought to build. As such, combat simulations have taught you how to multitask in combat, how to maintain battlefield awareness, and how to prioritize targets. You don't want to focus on the hordes of small melee animals, just to be melted on by the acid spitters. You can keep track of an entire battlefield, with potentially thousands of hostile targets, and come to rational decisions as if you were back at HQ looking at a screen. You are also able to micromanage like a master, and can greatly increase the effectiveness of your base defenses by manually overriding target selections and so on.

--Mining Efficiency (200CP): Mineral extraction is crucial to the operation of any Riftbreaker's base. Even before you can get any buildings up, you'll likely need to manually extract local resources with your mecha-suit. But you've got a real talent for maximizing the efficiency of your mining gear, and are able to get double the resources from your mining equipment. For example, this means your basic Carbonium mines will produce 2 units of refined carbonium for each 1 unit of extracted ore. A level 2 carbonium mine would produce 4 units, and a level 3 would produce 8 units. And this applies to all mining equipment you own, create, or personally operate. Heck, even if all you have is your bare hands, you still are getting twice as much goods from 1 times the basic ore.

--Sample-Sense (200CP): If your goal is to study the local fauna/flora/minerals, you'll need to gather samples or scans of them. The best way to do so is to get your bioscanner and go looking for examples of those species and/or anomalies. However, some examples may be rarer than others, or nowhere near you. This perk gives you the ability to have a general idea what direction and distance a good scannable sample might be in. Your only requirement is that you have to know that specific species or anomaly even exists. For example, you can't go looking for a rare species of volcanic mushroom that has harvestable amounts of titanium if you never know it exists. For common samples, like hordes of animals, you'll get a general idea where you can find clusters of multiple samples close to each other. One limiting factor is that your sample-sense will only work on one specific thing at a time, so proceed with caution. You never know when looking for ferdonite-carrying plants might be in the middle of a living rock monster nest.

--Modding & Tuning (400CP): The weapons you use here are powerful, and they have to be if they are going to help keep you alive. But beyond better performance, the higher quality levels of weapons and towers can be further modified and tuned. You can make bullets that penetrate bodies, make plasma seek out enemies, cause rockets to explode into homing cluster munitions, or cause nuclear warheads to do cryo, corrosive and energy damage in addition to the normal explosion. Even melee weapons can benefit, like increasing how much hits with power fists repair your Mecha-Suit, or increasing the damage radius of a hammer. You can also apply any of these mods to your Towers to increase their lethality, or if you want to be boring, increase their ammo efficiency. The higher the quality level of the weapon or tower, the more mods you can apply. In addition, you can apply any of the Riftbreaker weapon mods to other equipment and vehicles you have access to.

--Refinement Efficiency (400CP): Raw materials are great and all, but eventually you need to turn it into other types of products. Crude uranium still needs to be processed into enriched uranium, plant biomass composted into flammable gas, plasma into supercharged plasma, and so on. But you have the know-how to get the best out of your refinement/production processes, and can optimize any process to create twice the output from your normal amounts of inputs. On Galatea 37, this mostly applies to uranium centrifuges, bio composters, supercoolant refiners, Ionizers that turn titanium into plasma, plasma converters that turn plasma into supercharged plasma, water filtering plants, gas filtering plants, and so on. In other settings, this

can also apply separately to every step of a manufacturing process, from after the raw materials are brought in, to the final product being shipped out. And this applies to all manufacturing equipment you own, create, or personally operate. And it also applies if you hand make a product without any equipment assisting you.

--Subspecies Creation (400CP): After you get all those samples, you might be wanting to actually do something with all that tasty info. With enough samples of a flora species, you'll be able to grow that species in a Cultivator building and have your own farm. But you can also make something completely new. If you have examples/samples/scans of multiple similar subspecies, you can learn to create a similar subspecies adapted to any particular environment. For example, Fungus Spiralis grows in multiple biomes, and collects different materials such as Cobalt, Palladium, or Titanium. You could create your own subspecies that could grow in a completely different/inhospitable environment and collect gold or something else in harvestable amounts. However, you do need at least two related subspecies of a plant species before you can make your own subspecies, and at least a small amount of whatever mineral/compound you want it to grow. And while this is mostly intended for use with plant species, in other settings, if you have enough samples/scans of 2 closely related non-plant subspecies, you could also make a custom animal subspecies, or even do the same with mineral species like Vitreus Implexus. Be advised that sapient species generally don't like it when the subspecies you are messing with are their own species. Something about playing god?

--Singing In the Bullet Rain (Free for here, 600CP to keep): You've got guns, your defensive towers have guns, and both groups can have nuclear weapons. The last thing you want is to take a nuclear artillery shell to the back of your head in a friendly fire incident, or have a badly timed trigger pull turn a portion of your defensive line into radioactive vapor. This perk will cause any attacks made by you or your defenses/belongings/subordinates/allies/etc to not negatively affect friendlies, AKA you or any of the above group. You (or your defensive line) could be in a storm of nuclear heavy artillery shells, or in a gravity singularity minefield, and besides turning any hostiles into chunky sauce, you'd be completely fine. Lastly, while you can turn this perk off entirely, you can also extend the protection effect to currently neutral parties, like the cute herbivore herd that likes to eat the plants next to your walls.

--Liquid Wealth (600CP): Not all wealth is mined from the ground. Sometimes it's sitting in lakes and pools, or maybe even oceans and seas. That's right, we're talking all things liquid. Mud pools can be pumped and filtered for water, sludge pools can be refined into flammable gas, magma can be piped directly to magma power plants. But you might be worried that such greedy usage of liquid resources might deplete them and thus leave your production chains and power plants dry. Not so with this perk. Any liquid resources you extract won't actually deplete the original source. You can have multiple pumps in a mud pond, each extracting the pond's total liquid amount per second, and the pond's level won't decrease. The limiting factor here is that the maximum liquid extraction rate for each liquid pump can't exceed the liquid reservoir's total amount per second. This perk applies to pump equipment (or other liquid extraction items) you own, create, or personally operate, as well as any building/equipment that also makes a liquid such as the Geothermal Power Plant. It also applies to you personally, though you might

want to make sure you don't drown yourself from a water bottle. Lastly, this perk can be toggled off or on for each individual reservoir if you really just want to dry out one of them. In other settings, this applies to any and all liquid resources, whether it's pumped from the ground, pumped from a living being's veins, and so on.

--Calming Blue Light (600CP): In your time on Galatea 37, you'll see things no human has ever seen. You might even get lucky enough to see one of the blue moon rises. Besides absolutely lighting up the night in blue moonlight, you'll notice that every animal species you encounter will ignore your presence if you don't attack them first, including all the species that would normally attack you on sight. You decided to try replicating this effect with technology, and have succeeded at least partially. You managed to create light emitters that can be placed around your base, as well as an onboard module for your Mecha-Suit. Any animal or organism that would attack you immediately on sensing you will instead proceed to ignore you. The effect isn't perfect, so if you attack them, they will defend themselves. A sapient species can ignore the effect if they choose. And while the blue light emitters can calm some members of an attack wave, the majority will simply carry on with their assault. Lastly, there is an interesting detail in that blue light emitters placed in the open will be ignored even by attack waves. Maybe you can further develop this technology, and truly pacify Galatea 37 for human colonization? In other settings, the calming light works on aggressive creatures of other worlds as well, despite being inspired by a specific moon.

Items: For Item discounts, you have two 100-tier and two 200-tier discounts. You may import any similar items into purchased options for no added cost. Mechs & power armor into the Mecha-Suit, melee weapons into melee, ranged into ranged.

--Mecha Suit (Free): Not every Riftbreaker gets a Mecha Suit, but you will definitely need one on Galatea 37. The full name is the "Rift Jump and Exploration Mecha-Suit, Mark IV - Griffin Variant", but we just call it the Mecha Suit. This piece of advanced technology is 5 meters (16.404 feet) tall, comes with an onboard AI partner, has an onboard Rift Jump Device, deploys construction cube/drones that turn into buildings, and has the ability to change its arm attachments on the fly. It can use 2 arm weapons at a time, and has 4 others in onboard storage that it can swap to in an instant. For defensive purposes, it comes with a basic forcefield, and can further improve its armor and equipment with modular customizations. It can also utilize consumables such as mines, grenades, and other deployables. Finally, it comes with onboard storage for 300 of each solid resource, as well as some ammo storage for the mecha-suits onboard weapons. Each Mecha-Suit also comes with onboard schematics for base essentials, such as solar and wind power sources, basic resource mining, walls, defenses, and Communications hubs. However, these schematics are for the standard versions, not the flat-bonus versions you can choose from here. Oh, and the Mecha-Suit also has its own schematics in case you need to rebuild it, or have extras for some reason. The extras are still linked to the onboard AI partner, and there isn't a way to produce more AI partners, at least with a Riftbreaker's resources.

--Onboard Ammo Creation (100CP, requires Mecha-Suit): Weapons are nice, but not having ammo for them means they are dead weight. And some situations mean you don't have the

ability to immediately put down an Armory to start making you ammo. This upgrade to your Mecha-Suit means that you can take raw materials from your onboard (or other) storage, and convert it into ammo for your weapons. And since part of the upgrade package is an integrated generator that exactly matches the power consumption of the ammo crafting process, you also don't require an external energy grid. This doesn't just create your weapon ammo, it can also replenish your consumable stocks too. If you don't need the ammo creation, or don't want to spend your resources, you can turn off the production process at will. Lastly, the one negative of this upgrade compared to an Armory is that unlike an Armory, it can't develop new weapons, equipment, or modules.



--Starter Weapons (Free, requires Mech Suit): Every Mecha-Suit is deployed with a basic complement of onboard weapons and tools, so here's your starting gear. The sword is a mech-sized sword capable of hitting multiple targets as well as cutting down plants like an oversized machete. The energy blaster is a semi-auto energy weapon that doesn't use ammo, and can be charged for an explosive shot. The "small" machinegun spits bullets at your enemies, but does require ammo. Lastly, if you've somehow lost all other weapons, your mecha-suit can always punch things with its fists, though those are truly emergency weapons. In other settings, all arm-mounted modules, including these ones, can be shifted into a human-portable scale.

--Extreme Weapon (requires Starter Weapons) (200CP each): Maybe the basic weapons aren't enough for you, and you just want the good stuff right now. For 200CP, you receive 1 weapon of your choice at the highest quality, which means its performance is about as high as it can be

without added modifications, of which it can fit 3 different modification types. You also gain the schematics to make more examples of that weapon at that quality type, though you will need to source the material resources yourself, which might take a while. Each purchase will come with a single filling of the mech's matching ammo storage (for example, energy ammo for the plasma rifle) at the start of this jump, and any further ammo will need to be acquired yourself. In other settings, all arm-mounted modules, including these one, can be shifted into a human-portable scale.

--GeoScanner (100CP): It can be really convenient to have useable mineral deposits exposed on the planet surface, but that's not always the case. Sometimes you have to hunt down underground pockets, and might find other things too. For that, the GeoScanner arm attachment is necessary. It won't take up any storage space on your mech, and can be deployed at any time. The GeoScanner will then search for any underground anomalies, give you a general heading to the closest one, and will emit a series of clicks depending on how close you are to the deposit, with faster clicks meaning you are closer to the target. The targets can be caches of easily extractable mineral resources, or a minable deposit, or maybe even alien life forms. Some enterprising Riftbreakers have learned to use their GeoScanners as ways to find and defuse explosive land-mine analogues. While all these features are standard to normal GeoScanners (and thus you could acquire the schematics by doing research), this particular version is enhanced such that you can find anomalies at a much wider range, and won't need to be essentially standing on top of the anomaly, just within 20 meters (or 65.6 feet). In other settings, all arm-mounted modules, including this one, can be shifted into a human-portable scale.

--Bioscanner (100CP): The Bioscanner is an arm module for a Mecha-Suit that emits a beam that can scan the molecular structure of an object or organism and constructs a digital image of the structural composition of the target. This means that it's possible to conduct a range of virtual tests the same way that you would with regular research samples, but without needing to harm or disturb the target. It's so in depth, you also are scanning any DNA and/or atomic composition. The Bioscanner beam doesn't seem to be detectable by others, even if your mecha-suit sees it as a vibrant green beam. The Bioscanner also allows a Mecha-Suit to pick-up and catalog samples from destroyed targets. Bioscanners normally require a Laboratory to be constructed before it can be used, but this particular version is able to scan and collect samples without a Laboratory, as a Mecha-Suit that has this equipped also has a large data storage for any scans and samples acquired. However, you will need the Laboratory or other facilities in order to develop any technologies from the scans/samples. Another bonus feature is that unlike normal Bioscanners, this version also has much faster scan times, and is nearly instantaneous. It also doesn't lose progress on a scan if the Bioscanner accidentally moves away from a specific target. In other settings, all arm-mounted modules, including this one, can be shifted into a human-portable scale.

--Starting Sample Collection (200CP): Getting samples and scans is fairly simple once you actually get started. However, you are somewhat reliant on what flora, fauna and mineral samples are around, as well as there being enough viable targets to scan. If you wish, you can start out with 10 scans each of the entire Vitreus Implexus crystal family, and the Fungus

Spiralis mushroom family. While there might be better species to harvest, this collection ensures you have access to Cobalt, Palladium, refined Uranium, and Titanium, as well as the interesting minerals of Hazenite, Rhodonite, Tanzanite and Ferdonite. Vitreus Implexus is also harvestable for Carbonium and Ironium, and the Fungus Spiralis species also provide plant biomass, as well as some Carbonium and Ironium. With this sample collection, you could plug them into a Cultivator and start having renewable supplies of resources, as long as you have enough water and power for the Cultivator and attendant Harvesters.

--Basic Consumables (Free): Just like with Starter Weapons, each Mecha-Suit is deployed with a suite of starting consumables, from the Instant Repair nanomachine swarms, to the proximity mines, to the grenades launched from the mecha-suit's back-mounted launcher. Each consumable type starts with a full load at the beginning of this jump, and any further refills will need to be sourced locally, like at an Armory.

--Advanced consumables (200CP, requires Basic Consumables): Well, you chose to pack for war, huh? Now your list of consumables also includes nuclear mines, gravity mines, cryo mines, gravity grenades, sentry guns, mini-miners, lightning sentries, and bioscanner sentries. Again, while you start with a full load of each consumable type, you will need to source any refills locally.

--Radar Pulse (100CP): The onboard sensor systems on a Mecha Suit is pretty impressive, as it can constantly monitor everything in a 360 degree area, and let its pilot be constantly aware of their surroundings. However, this onboard module can supercharge the sensors for a quick burst, and can reveal enemies, resource deposits and topography up to 30 kilometers away from the mecha-suit. This particular version of the Radar Pulse can further reveal resource deposits and topography up to 60 kilometers away. The pulse also recharges in 20 seconds.

--Orbital Bombardment/Laser (100CP each): Sometimes you just need more firepower than a mecha-suit can carry. As a result, you now have access to an orbital weapons platform that can launch a bombardment of explosive warheads at a target area, and can reload in 60 seconds. There's also an orbital laser platform as well that can fire at a target area then drag the energy beam in the opposite direction of your mecha-suit, but it also requires 60 seconds to recharge between uses. You can purchase one or both of these options. Just don't ask how a mecha-suit managed to get orbital weapon platforms into space right after arriving on Galatea 37.

--Teleport (100CP): Galatea 37 has some crazy creatures on its surface. The Lesigian species floats around and can direct lightning strikes at enemies, and can perform short range point-to-point teleports. While the mechanism that they do so is uncertain, you can learn to imitate it via your own very-short-range rift jump system. In exchange for the teleports being limited to line of sight and having a 1 second recharge between jumps, you don't need any further equipment at either starting or ending points, unlike the normal short-range rift jumps that a Mecha-Suit can perform. While this item is identical to what you could eventually access via research of the Lesigian species, if you pay for this with CP, you will have the research already completed at jump start and the technology already equipped to your mecha-suit. You'll even have 20 scans/samples of the Lesigians already recorded for further developments.

--Alien Camouflage (200CP): What do you call a pack hunter that has blades for arms and is almost perfectly invisible up until it attacks? Riftbreakers call them Kermen, and their invisibility is impressively thorough. With enough research, you could learn to recreate that invisibility with a module for your mecha-suit. The invisibility works on sensors, radar, and somehow makes the user harder to hear or otherwise detect vibrations from. You could walk right into an aggressive animal horde and they wouldn't even notice you brushing up against them. Unfortunately, while burrowing predators that hunt via vibrational sense won't bother you, land-mine equivalents will still go off if disturbed. The invisibility effect is broken by you using a weapon or if you are damaged by any source, but that still means you can travel in peace, or even use a bioscanner or geoscanner while invisible. The Camouflage technology does have a 2 second cooldown from stealth break. While all these details are also true of the version you could acquire via Kermen research, paying for this with CP gives you the research already completed at jump start, the technology already equipped to your mecha-suit, and even 20 scans/samples of the Kermen race for further developments.

--Time Warp (200CP): Sometimes you learn by studying odd organisms; other times it's the properties of odd minerals that teaches you new tricks. If you study the Fungus Tentacles Cyanes flora species, you can study the Ferdonite it collects for the ability to manipulate gravity waves, to the point you can create a technology that causes a time dilation effect for your mecha-suit. While other entities will be slowed down, your mecha-suit will be able to travel at the same normal speed it does without the time dilation. This means your mecha-suit will travel faster in the same time period. Both your and enemy projectile weapons will be slowed by the time dilation. The Time Warp technology takes 10 seconds to recharge from initial activation, but you will experience time at a 2 to 1 ratio (meaning you experience 10 dilated seconds in 5 non-dilated seconds). While all these details are also true of the version you could get via Fungus Tentacles Cyanes research, this particular version doesn't slow down your mecha-suits melee attack speed, and you'll get the time warp research already completed and installed at the beginning of the jump. You'll also get 10 scans/samples of the Fungus Tentacles Cyanes flora species for further developments, or if you have a cultivator, harvesting of Ferdonite.

--Morphium Lake (300CP): Morphium is an odd liquid. It's silver, fairly stable and non-reactive, yet its component atoms take the form of heavy elements shifting interchangeably into heavier or lighter elements. It also gives off dark energy wave emissions. For this reason, Ashley Nowak has labeled it Morphium. And just as she would encounter a lake of the stuff, you now have your own copy of that lake. Well, it's more like an in-land sea with the occasional island to build on. Maybe you can study it and figure out applications for it, or even how to make more of it?

--Biofactory (300CP): This X-Morph created structure is used to create the cybernetic hybrid replicants that populate the Metallic Valley, which cannot reproduce on their own. You managed to stumble across one and scan it with a Research Station to make your own copies. The version you construct will be made with the inorganic components first created by your printer drones, then the Biofactory will grow the biological components of its production lines. At that point, you can then create any of the hybrid creatures of the Metallic Valley, and they will be

under your command. The full list is: The Wingmite family, the Bradron family, the Flurian family, the Morphium Hedroner, the Kermon Metallic, the Octabit family, and the Idapian Metallic. The Lesigians aren't included however, as while they are present in the Metallic Valley, they don't seem to have any cybernetic components. With time and biological samples, you may be able to adjust the Biofactory to not be limited to just producing cybernetic hybrids, though in exchange you may lose any innate control or connection that the now-missing cybernetic components would have given you over that organism.

Buildings: Buying a Building provides one example of that building, plus blueprints to make more of the flat-bonus version, if it has any bonuses, as well as the Level 2 and 3 upgrades. All purchased buildings start at Level 1, and retain any upgrades or changes done to them. Prices are based on either early access without needed research/time, not having to pay material costs to build a copy, or based on what added benefits are added for CP-purchased variants. You do not have to pay CP if you just want to access the normal versions available via research. All purchased buildings are stored in a separate pocket of the Warehouse, and can be deployed in-setting or still be operational in the pocket.

Buildings have a separate set of Discount tiers, so you can have two 100-tier, two 200-tier, and two 400-tier building discounts. If a Building's cost starts at 100 but can be upgraded, you only need to use a 100-tier discount to discount all of that building's upgrade levels (100, 200 and 300).

CORE/RESEARCH BUILDINGS

--Headquarters (Free/400CP): The Headquarters is the first structure a Riftbreaker will build on a new planet, and it's also the most important one. It is quite literally a Riftbreaker's lifeline, home, command center, and the first part of your future defense grid. A HQ provides the Riftbreaker food, water and shelter in any biome, generates a bit of power for the base, repairs and/or reconstructs the Mecha-Suit, has 4 AI cores to control base defenses, provides some solid resource and tower ammunition storage, and provides short range radar coverage. It also has an integrated rift portal so that the Mecha-Suit can return home at any time. This is very important because if a Mecha-Suit is destroyed, and the Headquarters is still operational, the Riftbreaker is emergency rift-jumped back to the HQ, where a replacement Mecha-Suit is recreated at no cost. These are all features of the standard Headquarters that any Mecha-Suit can construct. However, if you pay 400CP for this, in other settings, the "emergency rift jump and Mecha-Suit replacement" works as a once a year 1-Up effect in case you run into anything that could kill you and/or otherwise end your jumpchain. If you just have the free version, then if you are in the mecha-suit and it's destroyed, you'll still be rift-jumped back to HQ, it just isn't a flat-backed effect that it will actually work or save your life/jumpchain.

--Armory (100CP): When your ammo supply runs dry, this handy structure is what's going to be resupplying you. Each Armory will resupply the Mecha-Suit's weapon ammo and consumables, and the more Armories you have & the higher they are upgraded, the faster they produce. The ammo and consumables are then immediately transported to your Mecha-Suit for use, anywhere on the same resource network. One nice feature is that the resources required to make your ammo is some amount of carbonium and ironium (and power), no matter if you are

using nuclear missiles or acid throwers or plasma rifles. The Armory can also help build you new weapons, equipment and gear for your mecha-suit. In other settings, the Armory can also build any weapons, equipment and/or gear for you or others, so long as you have the blueprints/schematics and materials. It can also make ammo for any weapons/armor/vehicles you are using, and creates more of any consumables you have or use such as explosives, healing/repair and so on.

--Tower Ammo Factory & Ammunition Storage (100CP): The Tower Ammo Factory makes ammo for your defense towers, and the ammo storage stockpiles it, from where it can then be distributed to any defense tower in the resource network. The more ammo storage buildings you have, the more ammo you can store for your towers so they don't run out in the middle of a siege. The ammo storage also increases the amount of ammo available for your ammo-using mecha-suit weapons, which is handy if you ever decide to dual-wield miniguns. These features are shared by the normal versions of these buildings, but the major reason to take this special version is that there's no limit on how many of the Ammunition Storage buildings you can make. And in other settings, the Ammo Factory can create any ammo type that you or your allies have access to, and that ammo can then be stored in the ammo storage or dispensed. "Ammo" in this case refers to any expendable munition up to and including vehicle/building launched missiles and heavy artillery warheads, such as the nuclear explosives of the heavy artillery towers, which are huge guns you might see on naval battleships.

--Communications Hub (200CP): This building uses quantum entanglement to get information from back on Earth. However, because quantum entanglement is extremely low bandwidth though instantaneous, it is currently only used to get building schematics from Earth. Multiple hubs can work together to transfer data faster. One feature not shared by the standard models is that there is no build limit on how many Communications Hubs your base(s) can support. In other settings, these Communications Hubs can be used to speak to each other, as well as other Quantum Entanglement communications systems (despite that not being how Quantum Entanglement works at all). In addition, these hubs will also have very impressive data compression methods so that they can more quickly send information back and forth.

--Laboratory (400CP): Also known as the Alien Research Lab, this structure is vital to your ability to analyze and exploit the new and unknown. Normal Laboratories will also come with the normal versions of Bioscanners, as Bioscanners must be linked to a Laboratory to function and collect samples and scans of interesting flora, fauna and other anomalies. The Laboratory is where these scans & samples are analyzed and turned into interesting technologies, assuming you collect enough scans/samples. And while the normal version of this building is nice, it's not what you are paying for. This enhanced version of the Laboratory has infinite data storage for scans and samples you acquire, and has the unique effect that for each of these enhanced Laboratories you have built, your BioScanner will get +1 to your scan/sample progress for that species/anomaly, so with a single laboratory, your scans are doubled in effectiveness. 2 labs, tripled. 3 labs, quadrupled, and so on. In addition, you can scan any member of a specific species/anomaly, not just hope you run into a special example you can finally scan. Oh, and

unlike the normal Laboratories, you can build as many of these enhanced Laboratories as your power grid and resource network can support.

--Research Station (Free): This small structure is meant to assist in scanning things in the field, and has more sensitive and varied sensors than the Mecha-Suit. However, it will also need more time so that it can give the best results possible. While this can be used on organic targets if they are relatively immobile, it gives the best results for non-organic structures. When used to fully scan non-organic targets, the Research Station is able to generate blueprints detailed enough for printer drones (like those on a Mecha-Suit) to build from. This can be useful if you encounter alien technology or structures you don't actually understand but still wish to make use of.

--Bioscanner Drone Tower (200CP): What do you do if you are tired of doing all the effort of using your Bioscanner yourself? Well, you get access to a special structure not available to other Riftbreakers. This custom drone tower has demilitarized flying drones equipped with Bioscanners, and will fly around looking for samples to scan of flora, fauna, and other interesting things. These have all the benefits of the above BioScanner item, just mounted in multiple flying drone chassis', meaning you can do other stuff while the scanning is being handled. In addition, since most aggressive wildlife doesn't bother flyers, they have an easier time scanning aggressive fauna. Lastly, you can use the bioscanner drone design to make a modular upgrade for your Mecha-suit, and can have up to 4 bioscanner drones use it as a carrier if you don't put any other modular upgrades on.

--Orbital Scanner (400CP): When a Riftbreaker gets their Orbital Scanner online is when their operations can really take off. The Orbital Scanner building can scan the planet it is on and look for specific environments, general areas of resource concentrations, species concentrations, atmospheric compositions, and other phenomena. Its most important feature is that it can take precise enough scans to enable long-range rift jumping. A Mecha-Suit could then do a one-way rift jump to a general location, or if an Outpost is present at the new area, you can extend the coverage of your resource network. This means that if you find an area with plentiful resources or few dangers, you can expand your resource operations/storage or move your vital structures to a less-attacked area. All of these features are included on standard Orbital Scanners you can download schematics from Earth for. But this enhanced Orbital Scanner goes a step beyond in that it can also scan other planets or physical bodies in the star system, which means if you want, you could extend your resource network and base to anywhere in the star system.

--Outpost (Requires and Free with Orbital Scanner): The best way to summarize an Outpost is that it's essentially a mini-HQ. It repairs and reconstructs the Mecha-Suit if destroyed, and has an integrated Rift portal, but it doesn't normally have the living quarters for a Riftbreaker. The Outpost works in conjunction with the Orbital Scanner to extend your resource network by using pinpoint rift portals. If an Outpost is not locally present, but a Headquarters is established, then if the Mecha-Suit is destroyed, the Riftbreaker is emergency-rift-jumped to the HQ, where the mecha-suit is reconstructed. In other settings, the Outpost shares the one-up feature of whatever version of the Headquarters you chose, meaning the Outpost is a location you can go

to if you have to spend your one-up that you got for paying for the enhanced Headquarters. The Outpost does not give you an additional one-up.

--Rift Station (600CP, cannot be discounted): The main goal for any Riftbreaker on Galatea 37 is to construct and connect a Rift Station to a partner Rift Station back on Earth, creating a two-way Rift portal spanning 24,571 light years, enabling humanity to colonize this world. If you want to skip straight to the end, you can take this building. This version of the Rift Station is fully upgraded with every module, meaning you don't need to hunt for local supplies of Uranium, Titanium or Palladium. It's been further enhanced for additional stability, meaning you don't need to have any magnetic stabilizers, even in the middle of the volcanic biome and its rampant magnetic rock anomalies. It'll even be able to expand upon its normal portal functionality and be able to do one-way rift portal jumps on a galactic scale, just like the portal a Riftbreaker would use to get to Galatea 37 in the first place. It can also connect to other Rift Stations you've built from this enhanced version's schematics, establish communications via the portal, and even expand your resource network to the other side of the portal. However, the Rift Station will still need to go through its initial startup process, meaning it will need lots of power, supercharged plasma, and water/coolant.

RESOURCES:

--Carbonium or Ironium Mine (100/200/300CP each): On Galatea 37, Carbonium is the basic building material of pretty much all of your future base, while Ironium is needed for anything more complex than the absolute basics. A Riftbreaker would normally put down a Carbonium or Ironium factory on a mineral deposit and have the factory automatically extract and refine it. But in time, eventually the deposit runs out, and you have to find new sources. Admittedly, with more advanced research, a Riftbreaker can upgrade their Factories to levels 2 and 3, and doubles the output efficiency with each upgrade, which can help stretch how far a deposit goes. But if you want a constant supply of either of these resources, you can now pay 100/200/300 CP each for a Level 1/2/3 mine of either Carbonium or Ironium. The building will come with a single inexhaustible mineral deposit, and both building and deposit can be taken with you to other settings. If you buy an upgraded mine, then you also have full research and schematics to build more of that upgraded version, though they will still consume ore. While there are other options for getting carbonium and ironium on offer here, these basic buildings will be the most efficient in power consumption and building space taken.

--Carbonium/Ironium Synthesizers (100CP): Synthesizers make materials from energy, and Carbonium and Ironium Synthesizers are already known technologies to humanity. While these structures are power hungry, they create a constant flow of raw materials, and are not reliant on there being local mineral deposits to mine. These are great investments to have around, especially in regions with abundant energy sources. As there are no special improvements to these structures, you are paying 100CP for immediate access to the Carbonium and Ironium Synthesizer technologies/blueprints, their level 2 and 3 upgrades, and one structure of each. If your energy grid is not sufficient, consider turning these devices off.

--Rare Element Mine (100/200/300CP each): Carbonium and Ironium will be the basic building blocks of a base, but eventually you will need rare elements if you want the best defense tower upgrades, power plants, or even to start your own plant farm. As with the Carbonium & Ironium Mine, you can pay 100/200/300CP each for a level 1/2/3 Rare element mine on an inexhaustible mineral deposit of 1 type of rare element and they will follow you to other settings. Cobalt is necessary for advanced electronics and drones, raw uranium must be refined into enriched uranium to be used in explosives or nuclear power, titanium is necessary for buildings exposed to high heat, and palladium is most used for high-energy applications. Each building upgrade doubles the output efficiency of the previous level. Paying for these buildings also gives you the research and schematics to make more of the Level 2 or 3 buildings, but they will actually use up ore from the deposits. If you need a recommendation, consider taking at least a Level 1 mine for Cobalt, as you'll need cobalt for the Cultivators and Harvesters to get your own plant farm up and running. Plus, cobalt is also used in upgrading Sentinel Towers to higher levels. It's also rare outside of Tropic areas.

--Solid Material Storage (Free): One odd quirk of Riftbreaker construction methods is that while resources are mined or harvested methods, constructing buildings requires all the resources necessary be stockpiled before a new building can be started. And Mecha-Suits don't have enough storage to build a communications hub, let alone the piles upon piles of resources needed to make and finish the Rift Station. That's why every Mecha-Suit comes with the schematics for Solid Material Storage, which expands the storage capacity of the resource network it is attached to. It also instantly collects and stores solid materials just like the Mecha-Suit's storage, so at least you don't have to worry about solid material transportation. Another nice detail is that if you ever run into another solid material resource you'd like to keep, the storage will have storage capacity for it matching the size of your carbonium and ironium storage sizes. For future settings, you'll also get 5 copies of the Solid Material Storage building that can be taken with you, because even completely non-upgraded, that's enough carbonium/ironium storage to make one each of the carbonium/ironium synthesizers.

--Pipelines & Pumps (Free): When you need to harvest and transport liquids and gasses, the humble pipeline will serve you well. Pumps can be placed into pools of various liquids, from mud to biological sludge to magma, and can be pumped to the appropriate destination via pipelines. Pipelines are also fairly impressive, as straight sections have clear sections for you to see the liquid/gas within, and pipelines are engineered to handle everything from supercoolants, plasma and supercharged plasma, and even magma. As long as it's a liquid or a gas, these pipes will safely contain and transport it. While they aren't too resistant to hostile attack, these pipes and pumps will not require any maintenance or power. And if a pipeline is ever broken, the pipes automatically seal themselves.

--Liquid Compressor & Decompressor (Free): Riftbreaker Command understands that sometimes necessary liquids aren't available from local sources, so they have given you access to the Liquid Compressor and Decompressor buildings. First you hook up the Compressor to a pipeline with the desired liquid, then it will compress it for transport and send it off via the Rift network. Then you need to place down a Liquid Decompressor building where you want that

liquid to be accessible from, select which compressed liquid you wish to decompress, then make sure your local pipeline and liquid consumers are connected. There are a few limitations to this system however. First, a Compressor can only service a single Decompressor, and their output/input rates must be exactly the same. For example, Compressors have +100/150/200 compressed liquid at lvl 1/2/4, while Decompressors have the same rates as well. If a Lvl 1 Decompressor is paired with a Lvl 2 Compressor, then the extra +50 liquid will be wasted and cannot be sent to a different Decompressor. The second issue is that Compressors are power hungry and can take up the entire power output of a level-equivalent Magma Powerplant, for example. These details are true of the normal Compressor & Decompressor buildings, which is why these buildings are offered for free.

--Liquid Storage Network (100CP): Most Riftbreakers have to deal with their liquid resources by running a pipeline from the extracting pump or producer to wherever the consumer building is. This can be a defensive weakness and take up a lot of usable space in your base. However, you're getting first access to a replacement for that pipe network. The Liquid Storage Network (abbreviated as LSN) uses buildings visually similar to normal Liquid Storages in that they can only be connected to pipes transporting a single type of liquid resource such as water, mud, lava, plasma, etc. Except the LSN buildings don't just store liquids, they also share storage space to any other LSN of the same liquid type on the resource network. So while you'll need separate LSN buildings for water/lava/etc, and you'll need to pipe them to the liquid consumer, you won't have to run a pipe all across your base. Best of all, since these are connected to the resource network, you can use liquid resources in environments that don't have that liquid resource locally. Turn a desert green with farms with filtered sea water, or have a lava power plant in the acid plains. Or if you just want to nuke everything, you can always pipe supercharged plasma to your heavy artillery turrets without needing a local plasma production chain. Lastly, the LSN doesn't require a power source, as long as you already have an HQ, Outpost or other Rift Network connection.

--Water Synthesizer (100CP): Synthesizer technology is great for creating resources that may not be present in a specific area, or you just don't want to have to expand your base to new resource locations. While most Riftbreakers only have access to Carbonium and Ironium synthesizers after enough communications to Earth, you're also getting early access to water synthesizers. No filtration needed, just pure clean water, even if the synthesizer is a bit power hungry. Great for bases in deserts or volcanos or even acid plains if you don't want to waste your sludge pools that could instead be fueling gas power plants. You'll also have access to the upgrade plans for this synthesizer. For an example of water output, to cool a Fusion Power Plant, you'd need the output of 2/1.333/1 level 1/2/3 water synthesizers.

--Cultivator & Harvester (400CP): Did you ever wonder what the point of having all those plant scans/samples was for? It's not like the aggressive fauna, where you need to know their strengths and weaknesses. Well, if you get at least 10 scans of a plant or crystal species, you have enough information for your Cultivator to grow more of that species, where it can then be harvested by a Harvester. And when you consider all the plants and crystals on Galatea 37 that incorporate desirable minerals in their growth, this can easily become a renewable

non-destructive source of resources. All it takes is water for the Cultivator, enough exposed land around it, and power to run the Cultivator and Harvester(s). So why is the price of this building combo so expensive if this is how the buildings normally operate? Because the way the Cultivator and Harvester function doesn't make sense in any other setting. If you have the samples/scans, a Cultivator sends its drones to plant the crystal and/or plant, at which point it is instantly at harvestable/full-grown size. The Harvester's drones can then dematerialize it at any point. And it doesn't matter where the Cultivator is or what it's planting, everything grows, even if there's no trace minerals or nutrients for the plant/crystal to collect in itself. Got scans of a cobalt-synthesizing mushroom from the tropics? You could plant it no problem in a volcanic region that has ground hot enough to quickly destroy your buildings, let alone air hot enough to cook a human alive. You have a crystal that somehow has harvestable amounts of enriched uranium? Make sure you've got radiation shielding on your Mecha-Suit, but otherwise nuclear power for everyone! Let's be blunt, if you've got the right plant scans, then a proper Cultivator & Harvester setup is essentially infinite and renewable resources. So you better get scanning!

PRODUCTION:

--Uranium Centrifuge (Free): Just because you have pulled crude uranium out of the ground, doesn't mean it's usable yet. And getting enriched uranium can be tricky, regardless if you want weapons grade or power plant fuel. Here's a structure dedicated to turning crude into enriched uranium. And while that might be unimpressive even for a free building, it has the bonus feature of being able to enrich any form of radioactive material, not just uranium. One last thing, the Uranium Centrifuge can be upgraded to level 2 and 3, with each level doubling the output efficiency of the previous. It may not sound like much, but a level 3 rare element mine and a level 3 uranium centrifuge creates 16 times as much enriched uranium as raw uranium ore is pulled from the ground.

--Bio Composter (100CP): When constructing a base, a Riftbreaker will likely need to clear land to make space. Cutting or pulverizing the plants in the way is going to lead to an excess amount of plant biomass being stockpiled, and that's assuming a Cultivator isn't set up for further resource farming, which can also produce plant biomass. One option for dealing with all that plant biomass is the Plant Biomass powerplant, which directly burns it as fuel. However, if a Riftbreaker has a bit more infrastructure, and access to water, a Bio Composter can turn plant biomass into flammable gas. 2 Bio Composters can output enough flammable gas to fuel one gas powerplant, and even a level 1 Gas powerplant outputs more than twice the energy output of a level 3 Plant Biomass PP. And the power output ratio becomes even greater with higher upgrade levels of the gas powerplant. So if water and building space is available, Bio Composters and gas powerplants are simply more effective. These numbers are true for normal Bio Composters that can be acquired via research locally. But buying this building here means you gain access to level 2 and 3 versions that output x2 and x4 the flammable gas of the normal version, meaning a level 2 Bio Composter can fuel a gas powerplant by itself, and 1 level 3 Bio Composters can fuel 2 gas powerplants.

--Ionizer (100CP): There are only 2 ways to generate plasma. The first requires you build the very resource expensive Fusion powerplant that generates a ton of power and also outputs large amounts of plasma. The second method is the Ionizer, which consumes titanium and converts it to plasma, though only 1/4th the amount of a level 1 Fusion powerplant. The major reason to use an Ionizer is that the only rare elements needed to build it are palladium for the initial construction, and titanium as input for the conversion process. By comparison, a Fusion powerplant needs large amounts of all rare elements, plus more building space, plus water or supercoolant. Plasma is used to fuel Shield Generators via pipelines, and plasma is also consumed by Plasma Converters to make supercharged plasma. To give an idea of outputs, one Ionizer can create enough plasma for 2.5 shield generators, but you would need 4 Ionizers to fuel one Plasma Converter. These numbers are all true for normal Ionizers that can be acquired with local alien laboratory research. However, by paying for this building, you get both earlier access to the building schematics, as well as access to level 2 and level 3 versions that increase the plasma output efficiency by x2 and x4 of the level 1 Ionizer.

--Supercoolant Refinery (100CP): Some structures like the Nuclear and Fusion powerplants and the Rift Station need some sort of coolant to function. You can use water for this purpose, but what if you are in an area with little or no accessible water? You can use this building to create supercoolant, with the added benefit that you'd need half the amount compared to using water. Supercoolant refineries are the only way to make supercoolant, and require large amounts of titanium to both initially construct, and a supply of titanium for the creation of the supercoolant. You'd need 1 Supercoolant Refinery for 1 Nuclear powerplant, 2 for a Fusion powerplant, and 2 for the Rift Station. These numbers are true for the standard version you can develop via alien laboratory research. But if you buy this building here, you get early access to the schematics and access to level 2 and level 3 versions that provide x2 and x4 the amount of supercoolant production.

--Plasma Converter (Free): Basic plasma is only really used by shield generators, so any plasma not used is likely going to be turned into supercharged plasma in this building. From there, supercharged plasma can then be used to fuel your Heavy Artillery towers, or be used to help fuel the initial startup of the Rift Station. But considering the range and firepower of the Heavy Artillery, the vast majority of supercharged plasma will be going to them. Each Plasma Converter will need the output of 4 level 1 Ionizers or a single level 1 Fusion powerplant. One level 1 Plasma Converter can keep 1 Heavy Artillery fueled, level 2 can feed 2 Heavy Artillery, and level 3 can feed 3 Heavy Artillery Towers. These details are true of the normal Plasma Converters, which is why this building is offered for free.

--Water Filtering Plant (100CP): The humble Water Filtering Plant is needed in several production chains in your base. It takes in mud or sludge, and outputs water that is then used in many buildings such as the Laboratory, the Cultivator, or used for coolant purposes. Sludge is less efficient than mud for filtration purposes, as you need twice the sludge than you'd need of mud. A Cultivator needs the output of two level 1 Water Filtering Plants, but level 2 outputs x1.5 the amount of water, and level 3 outputs x2 the amount. So a single level 3 Water Filtering Plant can feed one Cultivator. These details are shared by the standard version you can research

locally. If you pay for this special version, then your Water Filtering Plants will have the bonus effect of being able to filter out and store separately any contaminants in a source liquid and output water. This version also requires the same amount of both sludge and mud to output water.

--Gas Filtering Plant (100CP): While sludge is an inefficient source of water compared to mud when sent to the Water Filtering Plant, sludge is instead an excellent source of power once it's been converted into flammable gas by the Gas Filtering Plant. 2 level 1 Gas Filtering Plants (abbreviated as GFP) can feed one Gas powerplant, and level 2 and level 3 GFPs output x2 and x3 the amount of flammable gas. The math may look odd, but this does mean a level 2 GFP can feed 1 Gas powerplant, and two level 3 GFPs can feed 3 gas powerplants. These details are identical for normal GFPs you can research locally, but you are getting a bonus feature that the GFP can turn any organic-matter-laden liquid into flammable gas, including sewage.

POWER:

--Solar Panels & Wind Turbines (Free): Your basic means of power production. Solar panels produce more power than wind turbines when there is sun, but wind turbines function day and night. Both are affected by weather events. Cheap to build, and among one of the first things a Riftbreaker will make at the start of their mission. You'll get 6 examples of each, so that you don't have to rely too much on local resources being readily available.

--Gas Powerplant (Free): When you have a source of flammable gas, the Gas Powerplant will astound you in how much energy it can output. A level 1 Gas Powerplant can power a level 1 carbonium or ironium synthesizer by itself, which is about a third the output of a level 1 nuclear power plant. Level 2 and level 3 Gas Powerplants increase their power output by x1.5 and x2, meaning a level 3 Gas Powerplant is equal to 2/3rds of a level 1 nuclear powerplant. However, the real trick here is that you never just have one Gas Powerplant. If you have two level 3 Gas Filtering Plants, they can feed 3 Gas Powerplants, and if each of those is level 3, then they are equalling the power output of a level 3 nuclear powerplant. In exchange for not using uranium, you will need a source of flammable gas and quite a bit of build space. These details are all standard for normal Gas Powerplants. As a slight bonus, your Gas Powerplants will have no pollution to deal with, unless you wish otherwise.

--Animal & Plant Biomass Powerplants (100CP): While you are defoliating the surface of Galatea 37, you'll be getting plant biomass from all those plants. And when you are killing off aggressive fauna, you'll also be recovering animal biomass too. So what do you do with all of it? You can turn it into energy! Animal Biomass Powerplants (ABP) and Plant Biomass Powerplants (PBP) are available early on, and can be a decent source of power in a pinch. While plant biomass is admittedly more energy effective if you have water and can combine them in a bio composter, a PBP is available much earlier, and is just one building. You'd need 5 level 1 PBPs to match the energy output of 1 gas powerplant which would only be consuming the plant biomass input of just two PBPs. Animal biomass can only be used for ABPs, and provides twice the power output of a same level PBP. For the upgraded version, level 2 and 3 biomass powerplants output x1.5 and x2 the energy output of their level 1 versions. These details are all

standard for normal versions, but these special variants have integrated limitless plant and animal biomass storage, which can be accessed anywhere on the resource network. They also come with the ability to emit no smoke, ash, smells, or other pollution, unless you prefer otherwise.

--Carbonium Powerplant (100CP): Carbonium Powerplants have their positives and negatives. Normal Carbonium Powerplants have to be placed on carbonium deposits, and consume raw carbonium ore to produce energy. While this can be acceptable for getting new mining bases started, in the long term, you are basically wasting carbonium, which is a basic building block for all your buildings. So while a Carbonium Powerplant is more space efficient than a field of wind turbines, the turbines aren't consuming a non-renewable resource. There are some cases where it might be preferable to build a Carbonium Powerplant, like if you are in a space limited area and have plentiful access to carbonium. On the other hand, this is all true of the normal Carbonium Powerplant. By buying this here, you get access to an enhanced version of the Carbonium powerplant that doesn't need to be placed onto a carbonium deposit, and can in fact be fueled with processed carbonium you've already acquired from other sources. This feature is toggleable, if you instead wish to consume raw ore for fuel.

--Nuclear Powerplant (100CP): When you've got a nuclear powerplant built, you know you are in the big leagues. Just one of these can replace 75 level 1 solar panels, which can free up quite a lot of room. However, you will need to be able to feed this beast a steady supply of liquid coolant and enriched uranium. A level 2 and level 3 Nuclear Powerplant outputs x1.5 and x2 the power. All these details are shared by normal versions you can find locally. Paying for this special version gives you a guarantee that this fission reactor won't create nuclear waste or risk any sort of meltdown or radiation leak.

--Magma Powerplant (100CP): Magma Powerplants take in lava, and produce the same amount of energy as a Gas Powerplant. The major difference is that lava is really only common in the volcanic biome, but there's so much of it there, your only limiting factor is how many pumps you can stick in a lava lake. One special feature not shared with normal magma powerplants is that these versions have no risk of the lava becoming immobile and cooling into rock/obsidian and ruining the machinery. Even better, once the lava is used by the Powerplant, you can then access the cooled material for other purposes. Know any industrial processes that consume industrial amounts of obsidian?

--Morphium Powerplant (Free): This power plant captures the excess energy resulting from the nuclear synthesis and decay processes naturally occurring in Morphium and provides the power grid with a steady flow of energy in exchange for a steady flow of Morphium. The power output is the same as an equally upgraded Magma Powerplant, though a Morphium power plant only requires 2 level 1 liquid pumps whereas a Magma Powerplant requires 3 level 1 liquid pumps. If you happen to have an excess amount of Morphium, then this power plant is an excellent way to use it. All these details are standard for local versions, which is why this is free to take.

--Geothermal Powerplant (100/200/300CP each): There are certain spots that are suitable for geothermal exploitation. When you cap these spots with a Geothermal Powerplant, you get both a respectable amount of energy, but you also gain a source of mud that can be filtered for water. A level 1 Geothermal Powerplant creates the same power output as a level 1 Animal Biomass Powerplant, but the Geothermal's level 2 and 3 versions give off x2 and x4 the power amount. And for mud, a level 1/2/3 Geothermal Powerplant outputs enough mud to feed 1/1.5/2 Water Filtration Plants. One odd quirk is that Geothermal Powerplants in volcanic regions double their power and mud output. All these details are shared by the normal versions. So why would you want to buy these? Well, you can buy a level 1/2/3 Geothermal Powerplant for 100/200/300 CP, and you'll also have a matching geothermal spot to attach your powerplant to. You can then place this geothermal spot anywhere you want in future settings, even in environments that make no sense like a geologically dead area, or a frozen iceberg region.

--Fusion Powerplant (200CP each): Fusion Powerplants are one of the most expensive buildings you will have in your base. A fully upgraded Fusion Powerplant is only second to a completed Rift Gate in terms of rare elements, and in fact costs more carbonium and ironium. In exchange for all these resources and a steady supply of a liquid coolant, you will get the single greatest producer of energy and plasma available. A level 1 Fusion Powerplant puts out more power than a level 3 Nuclear Powerplant, and levels 2 and 3 outputs x1.42 and x2 the power of a level 1 Fusion Powerplant. The plasma output is actually even crazier than the power output, with level 1/2/3 outputting enough plasma to fuel 1/1.5/ 8 plasma converters. All these details apply to the normal version. If you pay for a Fusion Powerplant here, you get no special features besides having all this power and plasma without having to spend or acquire all those rare elements.

DEFENSES:

--Radar (Free): The Radar is the primary method for a Riftbreaker to detect incoming enemies. For a structure about the same size as a Mecha-Suit, this small Radar station will detect both aggressive lifeforms, mineral deposits, and geographical features such as surface liquid bodies and terrain. Each Level upgrade further increases the radar range. Riftbreakers will also want to have these buildings to provide targeting details for their artillery and heavy artillery towers, as some aggressive fauna use attacks from beyond the range of most types of towers. All these details are standard for local versions, which is why this is free to take.

--Rift Portal (Free): Rift Portals are going to be one of the most used versions of the Rift Jump technology in a base, as they are the perfect way to quickly travel to points of interest in your base, or to small outposts you've set up nearby your main base. Despite being called "portals" however, they function more as "beacons", meaning that anywhere you put down a portal, a Mecha-Suit (and other Rift Jump users) can rift jump to that specific point. The good news is that this means each Rift Portal doesn't consume any power so you can put down as many as you want. However, the one restriction is that you can't put them too close to each other, or another Rift-Portal-using structure like the Headquarters or the Outposts. All of these features are standard to the local versions, so that's why this building is free.

--AI Hub (100CP): AI Hubs are crucial in the defense of any base, as they are how your towers can react to enemies approaching. Each Hub can control a certain number of towers. Normally, at levels 1/2/4, they can control up to 4/8/16 towers. However, this particular version gives you enhanced Hubs that can control twice as many per upgrade level.

--Energy Walls (100CP): Energy Walls are advanced defensive structures derived from X-Morph technology. Compared to regular Walls, Energy Walls require Ironium as well as Carbonium to construct, and instead of relying on physical matter, they use a network of laser beams to make obstacles. While bright, these laser beams do not require any energy input, and can damage melee attackers. Despite some earlier reports, Energy Walls are just as durable as their regular Wall counterparts. These features are shared with the design you can get by analyzing X-morph technology, so the price you are paying is to make them accessible earlier.

--Modular Defense Towers (200CP): Instead of breaking down what each individual defense tower type does, you'll instead get these Modular Defense Towers (MDT). While you start off with the normal Sentinel Tower weapon that converts energy to bullets and can target ground and air enemies, you can later change out what the weapon system is for any MDT. Get access to missile towers, use missile launchers on the MDTs. However, this isn't limited to just Tower weaponry. You can upscale or downscale any weapon system to fit these towers, so long as you already have an example technology to start with. Create acid spewing towers when you develop Corrosive Gun technology, or Shotgun Towers, or Nuclear Launcher Towers. You can even create Gravity Grenade Launcher towers, or Gravity Mine Layer towers. Honestly, you could even stick a Bioscanner on a tower. Just bear in mind that for ammunition using weapons, you'll also need a Tower Ammo Factory, or some other equivalent method of producing that ammunition. For future settings, if you've got a weapon system of some sort that is used by a person or vehicle (or beast), it can be scaled up or down to fit the MDT. This includes magic, as long as the magic is primarily being done by equipment.

--Magma Artillery Tower (100CP): After one-too-many volcanic eruption bombardments, the idea occurred to you that you could use a similar concept as a defensive tower. While the Heavy Artillery is great, it requires supercharged plasma, which is pretty much at the end of your tech tree and requires heavy elements. So why not make a Magma Artillery and use all that magma that is going unused, right? As a result, you made this chunky tower. When connected to a pipe carrying magma, the tower creates balls of the stuff then propels them towards a target. Because of the liquid magma input, the Magma Artillery Tower isn't reliant on Tower Ammo Factories for ammunition. Upon impact, each semi-liquid molten rock projectile does a combination of thermal and kinetic damage, but also leaves a splash zone of molten rock as an obstacle. Functionally, the Magma Artillery Tower serves as a nice middle ranged cannon with more range than regular Artillery Towers, but not as crazy far as the Heavy Artillery that each needs its own dedicated Radar to spot targets. Magma Artillery has about half the maximum range of a level 1 Heavy Artillery. The fact that you get to outrange and shower those darn artillery slugs with molten rock is a nice bonus too.

--Morphium Tower (100CP): This alien device was found in an inactive state and has been thoroughly scanned by a Research Station, allowing your own printer drones to replicate the design. It is a defensive tower with a sort of metallic shock wave attack, but also covers the ground around itself with a metallic surface. This "influence area" assimilates most smaller objects that it touches and serves as a power generator. Friendly buildings in the influence area gain shields, and while the shields can stack from multiple Morphium towers, it would take 4 level 3 Morphium Towers to equal one level 3 Shield Generator. These towers will not require additional energy supply nor AI cores to operate. It can also be placed on any liquid pools, from mud to magma. If a Morphium Tower is touching another Morphium Tower that is connected to a pipe, then the first is also supplied with morphium. All of these features are standard to the local version you can discover in the Metal Valley, but you are paying for early access and so you don't have to find the one single surviving morphium tower in the entire valley.

--Alien Plasma & Artillery Towers (100CP): In your time in the Metal Valley, you have stumbled across a semi-functional but non-hostile X-Morph base. It contained several Alien Plasma Towers and an Alien Artillery tower, which you were able to scan and replicate with a Research Station. These towers take up a lot of space and generate their own metallic surface similar to the Morphium Tower, but they also don't need any further power, AI cores, or ammunition. They can also utilize the dark energy and matter inherent to their construction in order to become undetectable & intangible until they become active. The Alien Plasma Tower fires heavy plasma rounds that are explosive and outrange all of your non-artillery towers, while the Alien Artillery Tower fires explosive shells at a slightly farther distance than your normal Artillery Towers.

--Shield Generator (200CP): Shields are an interesting technology. Each Mecha-Suit has its own onboard shields, meant to be a sort of recharging barrier against damage. However, there is also the structure sized version of the Shield Generator. It requires a constant supply of plasma, but in exchange, every building in its area of effect gains energy shielding. Also, the effect stacks, meaning if a building is in the area effect of two Shield Generators, it has twice the shielding in addition to the defended building's normal durability. To give a comparison, a level 1 Shield Generator grants a shield with the same durability as a Level 3 wall or tower. Level 2 provides the equivalent of 2 walls, and Level 3 provides the shield equivalent of 4 walls. Another example would be that a single Level 3 Wall segment that is in the area of effect of a Level 3 Shield Generator would effectively have 5 times the durability. And the shields recharge when not under attack. These details are all normal for local versions of the Shield Generators. This particular version has an added effect that for each Level improvement, the area of effect's radius increases by half of the Level 1 version's radius per Level.

--Attack Drone Tower (400CP): Drones are extremely useful for a Riftbreaker's base. Cultivator Drones spread plants, Harvester Drones will collect plant materials, Repair Drones will fix buildings, Mine Layer Drones will put down minefields, and Attack Drones... attack? Kinda? Look, normal attack drones are kind of a bad investment. An Attack Drone Tower has the same range as pretty much any other non-Flamer tower, so by the time an attack drone finishes launching, the target has usually died to other towers. That's why this version of the Attack Drone Tower seeks to fix that. First, each Level of the Attack Drone Tower has twice as many

drones, so that's 2/4/6 drones. Second, the Attack Drones themselves have been greatly improved for flight time, operating distance and speed. They also have been given a modular weapon slot, so if the normal bullet-firing gun isn't enough, you can change it to a energy blaster or a bomb/grenade bay. Third, the Tower itself has been upgraded with both the added launch bays, but also has increased the effective computing power available to each drone, which allows them to take commands from a Riftbreaker. This new version of the Attack Drone Tower can do long range attacks, have drones do patrols, and can now perform attacks on aerial targets. You'll want to pair these new Attack Drone Towers with Radars, as the Drones can now attack enemies discovered by the Radar's radius.

Companions: Companions cannot be discounted.

--Mecha Suit AI (Free, one per Mecha-Suit item): A Riftbreaker might be the first person onto a planet, but they aren't alone. They have an AI partner installed into their Mecha Suit, who is responsible for managing the base, dealing with the scanners, monitoring weather events, and so on. They are programmed to be your partner and will always share your goals, even if they think you are absolutely crazy. They might even learn to have a sense of humor. Don't worry, after this setting, you can lift off any restrictions on them that you want. And if you already have an AI friend with you, they can take the place of the Mecha Suit AI assigned to your Mecha Suit, without the loyalty restrictions if you wish.

--Co-Op Mode (200CP each): Do you have some friends you want to bring along? For 200CP each, they will each get their own Mecha Suit and Suit AI, as well as copies of any Perks and Items you've purchased here and have access to any Building designs you've taken. They also get the standard Riftbreaker training, they needed some excuse for Riftbreaker Command to send them along. Sorry, no bulk discount, those one-way interstellar Rift Jumps are power hungry.

--Ashley & Mr Riggs (200CP): Ashley and Mr Riggs were the Riftbreaker and Mecha Suit AI originally assigned to Galatea 37's Rift Station project before you came along. But if you want them to come along and assist you, they can be sent along with you. Ashley is a bit too focused on environmental preservation for Riftbreaker Command's tastes, but they sent her anyway. And Mr Riggs is all for completing the mission, and will try to motivate you and Ashley with scripted speeches made by Riftbreaker Command. He also sometimes speaks in Polish unexpectedly, and will insist you are hearing things when you ask what he said. You might be able to convince Ashley to come along on your Jump Chain, she's very much an explorer and scientist at heart. When she agrees to come along, she'll get copies of any Perks and Items you purchased here. For Buildings, you can always share access to your enhanced version's schematics. But if you somehow fail to convince her by the end of the jump, your 200CP will be refunded and you can spend it on something else here before you move on to whatever your next destination is.

--Canoptrix Best Friend (Free): You might be 24,571 light years from home, but humanity's history of domesticating animals continues! You've somehow managed to tame and befriend a member of the Canoptrix species, which is a large wolf sized carnivore that hunts in swarms.

They normally attack Mecha-Suits and bases on sight, but this one doesn't. Don't worry, your new four-legged buddy will be automatically registered as friendly to your base defenses. If you already have a pet, you may freely import them into this form.



--Jurvive Buddy (Free): Jurvines are herbivore residents of the Tropics region. Picture a velociraptor the size of a horse that eats plants and runs faster than a Mecha-Suit, and you have the idea. While they are normally very skittish, this one has somehow been an exception in its courage, and has in fact taken a liking to you. It's automatically immune to the attacks of both yourself and your base defenses, so don't worry about a friendly fire incident with a flamethrower. If you've already got a pet of some sort, you can import them into this form for free.



Drawbacks: As always, drawbacks overrule perks/items effects. Post-jump, drawbacks disappear and are no longer active. You can take as many drawbacks as you wish.

--Mission Complete (+0CP, may be taken at any point during the jump): So you've finished the job of building and connecting the Rift Station. The way is now open for further human colonization of Galatea 37. You may finish your time here at any point after the Rift Station is successfully connected to Earth's partner station. However, if you don't complete the connection process, then you are spending the normal 10 years here. This includes if another Riftbreaker shows up and finishes their own version of the Rift Station after you chose not to connect.

--Tag Team (+0CP): If you just want to accompany Ashley and Riggs to Galatea 37, and don't want to buy them as companions or full-on replace them as the Riftbreaker, then this toggle drawback allows that. When Ashley arrives on Galatea 37, you (and any imported companions) accompany her. No one will notice any irregularities, like why did a one-mecha-suit rift portal fit you too, or why there's multiple Riftbreakers sending data back to Riftbreaker Command, or why Ashley was trained for a solo mission yet has another human partner.

--Limb Replacement (+100CP, can be taken 4 times): A Riftbreaker's job can be dangerous, and you've had the misfortune of needing a limb replaced. The cybernetic replacement is pretty cool, but it's still not your flesh and blood. If you really want, you can take this drawback up to 4 times to replace your arms and legs.

--No Gods, Only Men (+200CP): Humanity has enhanced themselves with the power of science and AI partners, but they are still stuck to the limits of what's possible here, and now, so are you. None of your powers, perks, or superhuman skills from other settings will be usable while you spend time here. You'll just have to rely on your Mecha-Suit.

--Local Goods Only (+200CP): You might have been to the realms of gods and/or post-scarcity utopias. Got the T-shirt, built a lightsaber. Well, all your previous toys/gear/items will be unavailable to you here. If you have a Warehouse or equivalent, it is still accessible if you want to put local items/buildings/stuff inside or move out, you just can't take out or use any of the stuff you got in other settings.

--Synthesizer Snafu (+200CP): Synthesizer technology is a marvel of science, but something in it isn't reacting well to Galatea 37's chaotic magnetic fields, and they aren't functioning at all. This applies to Carbonium and Ironium Synthesizers, as well as Water Synthesizers if you took that.

--Endless Waves (+300CP): Galatea 37's has many species, including a wide variety of aggressive fauna that will attack you and your base. They seem to be sensitive to something in your Headquarters, as everytime you upgrade it, it causes a strong horde of creatures to attack. And you might get the occasional grouping coming at your base. That's how things normally go, without this drawback. But with it, it'll seem like every aggressive animal on the planet has a

bone to pick with you and your bases, and they will endlessly attack. You'll likely have small hordes of pack hunters coming every 5 minutes, with the stronger species coming in daily waves. The attack waves will scale up depending on how developed your Headquarters building is, and if the Rift Station is active, it will immediately trigger the strongest attack waves from that point on. What's worse, fauna from other biomes will travel far and wide to attack your base and outposts. Also, their breeding must be similarly elevated, as they simply don't ever run out.

--Galatea's Fury (+300CP): Galatea 37's not just resource rich, it's also very energetic and has regular weather events and geological activity. While there are normally events like earthquakes, meteor swarms, comet strikes, tornados, acid eruptions, dust storms, thunderstorms, and so on, with this drawback, you can expect many more negative events to occur at your base and outposts. You'll likely want to invest heavily in Repair Facilities to automate your repair processes.

--Level Limited (+300/600CP): A Riftbreaker should be well-motivated to upgrade their buildings instead of making new ones. Upgraded buildings output more resources, are more durable, and don't require any additional inputs (besides power). For example, a Level 3 wall is 4 times as durable as a Level 1 Wall. But taking this drawback means that you are limiting yourself to just level 2 buildings. If you want, you can take this again for a total of +600CP, and you'll be limiting yourself to Level 1 buildings. You'll need more buildings, more space, likely more power, and a heck of a lot of resources. Research will also take much longer. The only exceptions are the HQ and Armories, as those can be upgraded fully.

--Inoperative Cultivators (+400CP): Cultivators can be a nice source of constant renewable resources, and all they need is water and power to work. However, for some reason, your Cultivators aren't working or are simply inaccessible to you. Sadly, that means no farming for you, meaning you'll need to rely on constantly expanding to new resource locations, and/or synthesizers. Harvesters still work correctly, you just can't plant new flora or minerals.

--Hardcore Mode (+600CP): Something is wrong with your Headquarters and Outposts. Your Mecha-Suit reconstruction and emergency Rift Jump systems are inoperative. That means your Mecha-Suit can't die, ever. Or you fail both the Jump and the Jump Chain. And yes, this does still happen even if you yourself can survive the Mecha-Suit blowing up.

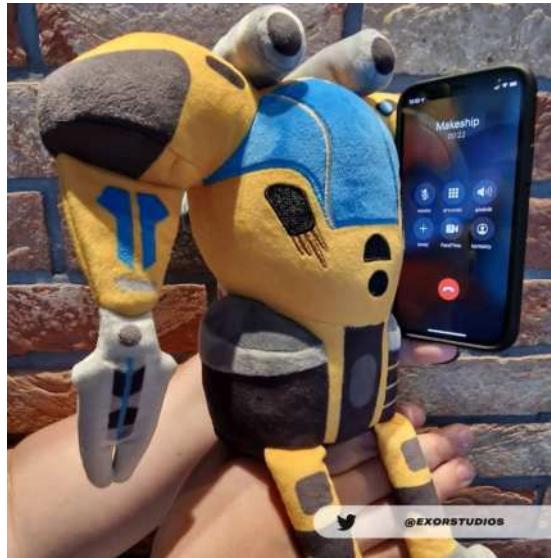
--X-Morph Offense (+600CP): You might not have been too impressed by the damaged X-Morph in the Metallic Valley, but that one was significantly crippled by the events caused by Galatea 37's unique magnetic field, even if you don't believe its story about a rogue algorithm. Sadly for you, a 2nd X-Morph Mothership has shown up in orbit, and it's already been immunized to the magnetic field. It seeks to complete the "upgrading" of Galatea 37 by morph-forming the entire world, which it will do by dropping harvesting cores on parts of the planet, and will defend them with X-Morph variable fighter-bomber avatars. With time, the metal surface they spread will cover the whole planet, and they will proceed to harvest all the energy and mineral sources on the planet. For you however, well, the honest truth is that a Riftbreaker CANNOT fend it off. A Riftbreaker isn't an army, and you simply aren't provided the assets and technology to protect a

whole planet. Your best bet is going to be either outside-context assets, or by completing the Rift Station as fast as possible so you can call Earth for help. But that's not a guarantee, as Riftbreaker Command might take one look at the situation and simply abandon the planet. Which isn't an option for you, because you took this drawback. Taking this drawback means you will need to either repel the X-morph, or somehow survive a full decade on a Morph-formed Galatea 37. You have been warned.

Scenario:

True Riftbreaker: If you think you are a true Riftbreaker, then this scenario may be for you. You don't get the initial +1000CP allotment at jump start, and must take "Local Goods Only" and "No Gods, Only Men" drawbacks for their CP values. You may take additional drawbacks if you wish. If you succeed and/or survive in this jump, before leaving, your gamble is rewarded with +2000CP to spend on this jump's offerings. However, this isn't a Gauntlet, so there is no option to retry if you fail. But if you do fail, you can continue on your jumpchain with whatever you bought with the drawback CP.

END: So you managed to either build the Rift Station and connect it back to the Earth partner, or you decided to explore Galatea 37 for 10 years. Well, no matter what you chose, congrats! Don't worry, all those nasty drawbacks disappear and no longer affect you. Before we get to the next bit, take these souvenirs! A variety of Novelty Bobbleheads and ovelty Pez Dispensers, and an existence supply of every Pez flavor ever produced. You can also take this Mr Riggs plushy, since it's dangerous to go alone.



Now, you need to make a decision. Do you:

STAY: Well, you must really have liked your time here. Your jumpchain ends, but you get all your stuff and goodies, and stay in this local setting. Maybe build up Galatea 37 for human colonization, or continue as a Riftbreaker on other planets?

GO: All good things come to an end, and you want to move on to other stops on your Jumpchain.

GO HOME: Being all alone on a planet made you homesick, so you've chosen to head back to your original world and life, with everything you've acquired since starting on this trip. Best of luck to you, try not to spread the uranium-mushrooms everywhere on your home planet!



Notes:

-Inspiration Credit: You all can blame/give credit to Ashali over on Questionable Questing for getting me interested in this game, as well as writing a fanfic story interesting enough to make me want to buy the game. Be warned, the fanfic is in the NSFW section. The title is "An Enthusiastic Walk (Planeswalker SI)".

-Why are all the buildings saying stuff like "x2, x3 times the output of level 1"? I went this way because I didn't want to say specific amounts. Like, what exactly is 1 of Carbonium? We don't have a unit of measurement, and I wanted to avoid game terms. And the only measurement we have is range, but telling us a Heavy Artillery cannon can only shoot 200 meters is laughable, so I don't take the range measurement seriously.

-Printer Drones: The Metal Terror DLC gave a name to the little drones the Mecha-Suit uses to build and repair structures. They are called "printer drones" and build "molecule by molecule", to the point that Ashley is comfortable using X-morph derived technology since there's no transmission vector for hostile attacks.

-Player Drones: The Metal Terror DLC came with a free game update that made several of the modular upgrades for Mr Riggs come with drones. Offensive Drones are just like the Attack Drone Tower ones, and do acid damage. Defensive Drones destroy enemy projectiles before they impact you. Repair Drones are similar to Repair Facility drones, and can fix damaged buildings and also repair the Mecha Suit. There's also supposed to be drones that collect loot drops for you, but despite being in the launch notes, doesn't seem to currently be in the game. Because these drones were added to the game as Mecha-Suit equipment, I decided to allow it for Bioscanner drones too (as mentioned in the Bioscanner Drone Tower item offered in this jump).

-Rift Travel safety: I'm going to say that Rift Portals/Headquarters/Outposts all have a safety feature to prevent telefragging. If there's someone already standing on/in the Portal, the Rift Portal prevents further Rift travel to that specific portal. We likely never see it in-game because Ashley and Riggs are the only ones using Rift travel on Galatea 37.

-Different levels of Rift travel: There are several different levels of Rift travel shown in game. There's the super-short ranged version of the Teleport technology, that allows a Mecha-Suit to quickly teleport to a point in sight range. The short range version allows a Mecha-Suit to teleport to any Rift Portal/Headquarter/Outpost that is in the same region. This process also creates a temporary free-standing rift portal at the previous location that can be used once by the Mecha-Suit. Next is the Intercontinental scale travel where you need a Orbital Scanner to make rift jump coordinates, and it can be either to a general region, or directly to a Outpost/HQ. Then we have the big interstellar travel, which is what allowed Ashley to travel one-way 24,571 lightyears from Earth to get to Galatea 37. Lastly, there's the two-way portal version of interstellar travel, which is the whole point of building the Rift Station and connecting it back to another Rift Station on Earth. The whole process seems pretty quick to occur, regardless of distance. Oh, and for one-way travel at the intercontinental and interstellar scale, the Rift jump seems to prefer targeting a bit off the ground, likely to prevent tele-fragging the traveler.

-On Carbonium and Ironium: These two resources are the basic building blocks of pretty much every single building and piece of equipment in the game. In early versions of the game, and right after the full launch, there were voice lines using "Steel" or "Iron" instead of "Ironium". So Ironium is likely some sort of allotrope of Iron, and Carbonium is likely the same as a allotrope of Carbon.

-Fauna Cloning: There's some fan speculation that the same Bioscanning technology that lets a Cultivator grow alien plants/crystals, could also be used to clone and grow creatures. Now, since there's no official cloning tech seen (and probably because farming animals isn't too useful in-game), I'm not officially including it. But I will absolutely allow that getting samples/scans of animals will give you access to enough information to successfully clone/grow them if you have cloning tech of your own.

--Metal Terror update: ...like if you get the Biofactory item.

-Bioscanning: Normally, in-game, you have to wait till you get access to the Bioscanner and Laboratory, then have to either wait for samples to drop from destroyed/killed animals/plants/crystals, or scan specific glowing green targets with the bio-scanner. The scanning process takes a couple seconds, and you can't take the bioscanner off that target, or the timer resets. And you'd just get one sample/scan per bioscanner scan. That's why I've included some inspiration from various mods, and offered options to make the scanning instantaneous and/or give you more scans per single target.

-Ammo Storage Network: The ammo storage network refers to both tower ammo and Mecha Suit ammo. The Tower Ammo factories and Armories can build ammo and put it into the resource network, where it can then be instantaneously transported to any receiving defense tower or Mecha-Suit.

-“other setting” effects: In an effort to make buying items/buildings worth it, I've included various effects that have “in other settings” in their description. Those are CP-bought-version exclusive, and not available to local building versions you can normally acquire in this setting.

[Note on “other setting” effects. They only apply if you bought a CP version, not the free ones you can get via local research.]

-“Resource Network”: I'll be honest, the game uses the term “resource pool” and sometimes “Rift network”. I think I got the term Resource Network from some other game like Supreme Commander or Planetary Annihilation or something. Anyway, the Resource Network is referring to the resources you can access anywhere in your operation area. A Mecha Suit can normally access and use solid materials anywhere on the same planet, and I've included options to expand the Resource Network to liquid resources (kinda), and increasing the range to star system coverage.

-Smart Buildings: All producers are “smart”, in that they adjust whether they are active or not depending on their outputs. Examples: A Nuclear Powerplant will stop consuming uranium if power storage is already full. Armories and Tower Ammo Factories will stop consuming resources to build more ammo if all ammo storage is already full. If a producer creates multiple things, as long as one of the results still has storage space to fill, it will continue functioning. A Cultivator and Harvester setup will continue functioning as long as there is water and power, since most plants harvest for plant biomass, and you can store endless amounts of that. Communications Hubs and Laboratories don't consume power if the current research project isn't researched by that building. This is important because a single Level 5 Laboratory constantly consumes 4000 power when it's active.

-Research: Communications Hubs link to Earth to download human technologies, and Laboratories study local samples and conditions to create new ones. If you haven't finished the research before finishing the Jump, your Comm Hubs can still somehow connect to Earth one-way to finish downloading everything, and your Laboratories can finish the alien research, as long as you already have any required samples. This applies to both normal and

CP-purchased versions of the buildings. You also get to keep any research and technologies you've already acquired, in case that wasn't obvious.

-On game updates and building changes: When I was initially working on this jumpdoc, the output numbers for the Synthesizers were +1/2/4. It was then changed at some point to +2/3/4. So, for the sake of any future updates and how this reflects on buildings, go with whatever numbers are more advantageous to you. I'm pretty sure the crazy +800 plasma of a Level 3 Fusion powerplant is a glitch, but I'm immortalizing it here.

--February 16 of 2022 update: Yes, the level 3 plasma output of Fusion Reactors was changed to be just +200. I'm keeping the output to +800 for the jumpdoc, but you can lower that number if you want to be game compliant.

-Cultivators and how they work: The game lore says that Cultivators work by planting flora and/or crystal species, then you have to wait for the growth cycle to complete, then they can be harvested. The game also says that the reason plants/crystals can be harvested for resources is that they are collecting trace amounts of specific resources inside themselves. However, the explanation doesn't match what the game actually shows. In reality, a Cultivator Drone flies over, and a fully grown crystal/plant shows up instantaneously, ready to be harvested. And plants/crystals can be grown anywhere, in any biome, regardless of local resources. We're told the volcano biome has ground so hot it can start doing damage to buildings and the Mecha-Suit, yet we can plant a water-laden mushroom from the tropics biome with no problem? And somehow get cobalt out of it, despite cobalt not being in the magma biome? I've also had a productive cultivation setup in the acid biome, where the acid levels in the soil are so bad, acid mushroom landmines can grow. For this reason, I've given the Cultivator building the bonuses it has.

--February 16 of 2022 update: This update completely changes cultivation in-game. Now, the plants can only grow in select biomes (a dev has said that each plant species has at least 2 biomes a specific species can grow in), they actually grow from a small size to larger at 3x the rate of a wild sapling. In addition, cultivator and harvester drones had changes. Fewer drones for both, harvester drones carry less and move slower, cultivators move faster. **However, for this jumpdoc, since this was made at game release, I'm keeping the perks, items, and buildings as I was originally inspired by the game at that time.**

-Starting Sample Collection: Why did I give you scans of the Vitreus Implexus crystal family and the Fungus Spiralis mushroom family specifically? Because with these you have access to each of the rare elements and the -nite minerals, plus some plant biomass and carbonium & ironium. Also, I personally have never once seen scannable versions of the Fungus Spiralis Luteus (the yellow one with Palladium), and have never ever seen Vitreus Implexus Rubidus (the red crystal with Rhodonite) in the game, only the Vitreus Pura Rubidus crystals in the acid biome. Plus, the Vitreus Implexus crystals glow in the dark, unlike the Vitreus Pura crystals.

--Side note, there's a user who made a bunch of visual guide images (shortly after the out-of-beta launch) for a bunch of datamining things, like what plants harvest for what, at what

percentages. Even the Devs said they thought the guy was crazy and awesome. [LINK](#) to his flickr album.

---Per the build released on Feb 16 of 2022, the devs changed the cultivation system greatly, including plant drop amounts compared to what's in the linked flickr album.

-"Liquid Wealth" perk: Please keep in mind that this perk could let you get infinite water from a water bottle. But only you are at risk of drowning from it if you did. You can't drown others with a water bottle.

-Okay, so Read As Written, this perk does have an infinite resource loop. Take a pump, stick it in a liquid resource, then simply put that extracted liquid in another container. Then put a pump in that second container, and now you have 2 pumps. Rinse and repeat as much as you want. This exploit didn't occur to me when I wrote it, as I was thinking of how to explain a in-game liquid pool not drying up. But I'm choosing not to remove this exploit either, so you do you.

-Q: How hard is it to add non-local schematics into the Mecha-Suit?

A: It's pretty simple as long as you already have the schematics. We see that Alien-derived technologies take time, but once finished are as easy to build as human-derived technology. It might take some research time if you are working from principles, but you could eventually do it.

-Q: Why do I have both Liquid Compressor/Decompressor and Liquid Storage Network?

A: Because the LSN was what I made to address a liquid transportation need before Metal Terror came out, and the LC/D system is finicky. The LSN doesn't require power, the LC/D does. The LSN can balance out liquid flows so that nothing is wasted, the LC/D system works on a one-compressor-to-one-decompressor system, and excess transferred liquids are lost. As a jump author proud of the LSN, I decided to make the LC/D system free to take, but since it's pretty similar to the LSN in intended purpose, I also reduced the LSN in CP price.

-X-Morph Offense drawback: I'll be explicit, you are NOT MEANT to be able to successfully fight off a fully equipped X-Morph with just the stuff you can get in this jump. The X-Morph this drawback is based on is the fully operational one shown in Exor's other game X-Morph Defense, where it fully converts Earth despite all of humanity's armies, walkers, power armors and energy weapons. This is not meant as a trap, but it is fully intended for Jumpers on their 2nd jump at least. A full X-morph can place down defense towers anywhere they want, and destroying one tower doesn't mean it's permanently gone. Plus, the X-Morph avatar is a fighter than can shift between plasma gun gunship, homing missile anti-air fighter, and anti-ground bomber. And the avatars can respawn indefinitely as long as there is a harvester core active. And don't expect Rift-jump spam to be viable against the X-morph. It's already been shown in-setting that rift-jumps can go off course or be flat out dangerous if there's too much morphium or heavy metals in an area, and if you push them far enough, they will definitely figure out such an easy way to lock you down.

GAME VERSION: This Jumpchain CYOA is up to date for The Riftbreaker last updated on: Steam update on July 29th, 2022. AKA Metal Terror Update #2.

Changelog:

- v1.2b: added more clarification to Mission Complete toggle. Added Tag Team toggle.
- v1.2a: wording change to the discount section to clear up some confusion. Added a line to Building discounts so that a building with upgrade levels only needs a discount that matches the lowest level (ie, only needing a 100-tier discount even if you want 300-tier upgrades).
- v1.2: Metal Terror DLC update. Added Printer Drones note. Added Research Station building. Added Pipeline & Pumps building. Added Morphium Lake item. Added more consumables included in the “advanced consumables” item. Added Orbital Bombardment/Laser item. Fixed an incorrect word in Carbonium/Ironium Mine. Added a line to Bioscanner Drone Tower so you could base Bioscanner drones off of your Mecha-suit, like you can with Offense/defense/repair drones. Added Player Drones note. Added Compressor & Decompressor building, lowered price of Liquid Storage Network to 100CP. Added note on Liquid Wealth exploit. Added a line to make it explicit that the Liquid Storage Network doesn’t need power. Added note on LSN and LC/D. Added Morphium Powerplant. Added Magma Artillery Tower. Added Morphium Tower. Added Alien Plasma & Artillery Towers. Added Energy Walls. Added Biofactory item. Added a line to the Fauna Cloning note. Added X-Morph Offense drawback. Added X-Morph Offense note.
- v1.1: February 16 of 2022 game update. Added note about the plant drops flickr album no longer being 100% accurate for numbers. Added a note on how the update affects cultivation, and how it DOES NOT affect the jump options that reflect the earlier version of the game (so you can still cultivate any plant anywhere instantly, instead of being slow and biome restricted).
- v1.0: Initial release
- vWIP: initial jumpdoc creation. Fluid producers used to do +25/50/75, now do +25/50/100. Synthesizers used to do +1/2/4, now do +2/3/4.