



# Cosmic Archipelago Rebuilt

## A Jumpchain Alt-Warehouse Chain Supplement

### Why Pick The Cosmic Archipelago?

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

Far better than that barren concrete room most Jumpers are used to, this is your little chunk of the great outdoors! As a builder's haven, you could build whatever you wanted here! ...Or at least that's our theory. The Cosmic Archipelago encourages DIY behavior, but does not mandate it. Not every Jumper makes their own stuff, we understand. So for you, we've got a few Facilities for sale to make your life easier.

### Document Modes

You must pick (1) document mode before proceeding.

#### ***Early Bird:***

You gain 50AP per Jump completed *after* acquiring this Supplement.

#### ***Big Spender:***

Start with 200AP.

You may spend up to 200CP to acquire up to 100AP for this Supplement, per Jump document.

#### ***Fashionably Late:***

You gain 50AP per Jump completed *before* you have acquired this Supplement.

You may spend CP to gain AP at a 4-1 conversion rate.

#### ***Jumper The Builder:***

Start with 200AP.

You may not purchase Facilities.

You may spend CP to gain AP at a 2-1 conversion rate.

## Quick Terminology Guide

### ***Footprint:***

Your Archipelago's 'claimed' 2d land area, where you may place Facilities. Your Footprint must be a contiguous mass.

### ***Sea Barrier:***

The Sea Barrier is an impassible barrier 5 Kilometers away from the edge(s) your Archipelago Footprint.

### ***Space Barrier:***

The vacuum of space above your Archipelago is not accessible. You may not leave past the Mesosphere, approximately 85-100 kilometers up.

### ***Core Barrier:***

You may not mine into the mantle beneath the Archipelago. Mining pre-existing volcanic vents is allowed, but access past the mantle below is barred.

# Island Builder – Footprint

## **[Flat Expansion (First Free and Mandatory, 50AP)]:**

Your island gains 10 square kilometers of maximum Footprint.

Multiple purchases are allowed, adding 10 more square kilometers of Footprint each time.

## **[Compounding Expansion (200AP)]:**

After applying all purchases of Flat Expansion, you may double your maximum Footprint.

Multiple purchases are allowed, doubling your Footprint again each time.

## **[Fragmentation (50AP)]:**

Your footprint may now be divided into two contiguous 'islands'. All contiguous areas of footprint must be reachable from all others without running into the Sea Barrier, but may otherwise be split however you wish.

Multiple purchases are allowed, each additional purchase allowing for one more contiguous area, max.

## **[Welcome To Sealand (100AP)]:**

Your claimed footprint may now stretch over water, in any manner you wish. You may use this to deliberately push away your Sea Barrier, or join multiple islands as part of your Footprint without using *Fragmentation*.

## **[Repel Sea Wall (100AP)]:**

Your Archipelago's Sea Wall now appears twice as far out as it did originally.

Multiple Purchases are allowed, which will double how far away the Sea Wall is each time.

## Island Builder – Biomes:

### **[Climate Control (Free)]:**

Not every configuration of Biomes can be work in nature. No matter, because your Archipelago has a climate control system.

place an arctic tundra right next to a desert, and nothing will go wrong. There will be a small, 10 meter transition between each Biome, but the desert will remain hot and dry, and the tundra will remain wet and cold. Your climate control system even modifies other factors such as sunlight and wind, as necessary to maintain the environment and its natural wildlife. Oh, and it prevents many issues with said wildlife, too. So long as something can be reasonably explained as maintaining the Biome, your climate control system already does it.

### **[Staring Biome (Free and Mandatory)]:**

Your Archipelago starts out as a bit of a sandbar. We recommend grabbing a biome before you learn to hate the fine beach that is your home.

### **[Earthly Biome (50AP)]:**

Any natural biome found of Earth. *Our* Earth, we mean. You may 'paint' sections of your footprint with this biome at any time.

### **[Aquatic Biome (50AP)]:**

Same as with Earthly Biome, but this option allows you to 'paint' anywhere on your side of the Sea Barrier.

### **[Space Biome (100AP)]:**

A biome found in space, or at least our version of it. Climate Control will likely ensure that the atmosphere within this Biome remains inhospitable, but that also means that you industrious Jumpers can *mine* the atmosphere if you so wish.

### **[Import Specific Biome (200AP)]:**

During your long adventure across all of Jumpchain, there are many strange Biomes that a Jumper might want to keep, to bring along with them. You may import any Biome from a Jump you are in or have previously completed, with full fiat-backing for the Biome's exotic features, and support from Climate Control for any features dependent on the Biome's environment.

# Island Builder – Features

## **[Vertically Empowered (Free)]:**

Have you ever wanted to build a mountaintop overhanging a mycelial cave? Well, you can. You may define multiple 'layers' of Biome in an overlapping area of Footprint.

## **[Dutch Polders (50AP)]:**

You may construct artificial areas beneath sea level, so long as they are enclosed by walls that can keep away the sea. You could have done this already, but this Feature guarantees that these areas will remain dry, and require no maintenance.

## **[Flying Landmass (100AP)]:**

Your island may have one more area of contiguous Footprint, but with the oddity that this area is airborne. You may configure a repeating path for this floating island to take, and this island will consume as much footprint as required if it were over water, even if it overlaps with another area of Footprint. Your flying islands may not leave past the Sea Barrier, and do not extend the Sea Barrier themselves.

## **[Resource Rich (200AP)]:**

While your Archipelago is natural terrain, and thus filled with normal amounts of natural resources, in the long term, it won't do. Purchasing this feature grants your Archipelago an abundance of respawning resource deposits, that will be replaced as they are destroyed or depleted. New resource deposits will not appear in the way of other constructions, unless they have nowhere else to respawn at.

## **[Import Specific Feature (200AP)]:**

Choose a strange feature from a Jump, from any Jump you are in or have previously completed, and you may import it within an area of Footprint that you specify. This feature will receive full fiat-backing, as necessary.

## Island Builder – Access

### **[Cosmic Portal Dais (First Free and Mandatory, 400AP each)]:**

An intricate platform seemingly made out of obsidian, a short set of stairs leads to a holographic terminal, with a compass pattern behind the terminal made of colored crystal embedded into the greebled black floor. The area around the compass pattern is 10 meters (33 feet) wide, and built to support portals.

When working with a Cosmic Portal Remote, this dais can open a portal up to a 10-meter square, while the terminal can be used to close the current portal, or reopen the most recent one.

If relevant, The terminal software is smart enough to shift to portal to the nearest *environmentally* safe location, so long as the target location is within the bounds of the Jump.

### **[Cosmic Portal Remote (First Free and Mandatory, 50AP each)]:**

A fanciful metal remote, with a big red button and horizontal scroll-wheel under a glass cover. You may select your desired Dais by scrolling the wheel, before pointing the remote at your desired location, and holding the button for 10 seconds to open a portal. You may close any portal by the same method.

Cosmic Portal Remotes are not indestructible, but will respawn in the possession of their intended bearer within 24 hours of being lost, destroyed, or stolen. Remotes cannot be used by anyone but their intended bearers.

### **[Mysterious Fog Bank (400AP)]:**

A 'mysterious' fog bank that hovers over the waters around your Archipelago. Attempting to sail, fly, or otherwise enter into the fog bank will send you to near your intended destination, in a similar (if brief) spontaneous bank of fog.

Additionally, any bearer of a Cosmic Portal Remote may summon such a 'mysterious' fog bank by pointing the remote at a body of water, with the same mechanism used to enter the Cosmic Archipelago.

There are no limits as to how large this fog bank can be, and thus no limits on the size of the traversing object.

### **[Jumper Highway (400AP)]:**

A long road bridge leading past the Sea Barrier that takes an appearance appropriate to your current Jump. You may travel across the bridge to 'mysteriously' travel to any road network within the Jump near your destination, and any bearer of a Cosmic Portal Remote may 'mysteriously' return via this road bridge.

# Standard Import

## **[Import Terrain Item (Free / 200AP)]:**

You may import a property containing terrain into your Archipelago for Free. This might modify your Footprint, while doing reasonable things to any pre-existing terrain, such as smoothing the edges, or redirecting a river that was already there.

For an additional 200AP, however, your new terrain creates a 'pocket' of Footprint that is not counted against how much Footprint you are allowed to claim, no matter how much terrain is imported.

You may purchase this option multiple times.

## **[Import Facility Item (Free)]:**

Much like in Import Terrain Item, you may import a property into your Archipelago for Free, potentially modifying the overlapping terrain slightly in the process.

You may purchase this option multiple times.

## **[Import Pocket Reality Item (Free / 200AP)]:**

You may connect a pocket reality Item to your Archipelago for Free, connecting them through a portal building themed on the contents of the pocket reality, of a size and layout of your choice. You may update the appearance of these buildings at the start of each Jump.

However, for 200AP, you may connect an Alt-Warehouse supplement through such a building, adding a special Access Door to the space provided by the supplement.

You may purchase this option multiple times.

## Facilities – Jumper Town

### **[Starter Hut (Free)]:**

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

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

A place to meet with your Benefactor. A seaside bar is traditional, but this could really be anything they desire, even on a per-Jump basis. It may not actually be a bar at all!

### **[Jumper Manor (200AP)]:**

A 30-room building more than large enough for a Jumper and their 8 Companions, of a layout, theming, and design of your choice. You may update this building at the start of each Jump, and it will keep all upgrades, expansions, and improvements.

### **[Companion Retreat (200AP)]:**

Or perhaps they'd like to stay alone? Each Companion gets a 5-room building more than large enough for themselves, of a layout, theming, and design of their choice. They may update their building at the start of each Jump, and it will keep all upgrades, expansions, and improvements.

### **[Follower Town (200AP)]:**

Perhaps your Followers would like some homes too? Each Follower gets 2 rooms to themselves, collectively in the form of a town built to high level of density, with wide streets not meant for cars throughout their town.

### **[Mix and Blend (Free)]:**

With the consent of the occupants, you may mix and blend the building and rooms from Jumper Manor, Companion Retreat, and Follower Town, as you wish. Everything from combining buildings to covering over the streets is permitted here.



## Facilities – Community

### **[Community Center (50AP)]:**

A basic but spacious building to meet at. Comes with a special closet that has always seems to have whatever you need for a celebration, so long as you restrain yourself to seven celebrations a week.

### **[Cosmic Arcade (50AP)]:**

A rather fancy Arcade, starting with 30 machines, either based on generic themes, or based on generic Jumps in groups of 5.

For every Jump you have completed, this Arcade will gain another 5 machines based on the Jump, its themes, and its characters. If the Jump was based on a video game, one of these machines will contain a true-to-source version of the game in question.

### **[Cosmic Gift Shop (50AP)]:**

A rather fancy Gift Shop, starting with 30 jumpchain-themed items, either based on generic themes, or based on generic Jumps in groups of 5.

For every Jump you have completed, this Gift Shop will gain another 5 jumpchain-themed items based on the Jump, its themes, and its characters. If the Jump was based on a video game, one of these items is guaranteed to contain a true-to-source version of the game in question, in a form and format compatible with all devices you have.

### **[Cosmic Cafe (50AP)]:**

A decently sized restaurant that offers a free cup of *good* coffee with any purchase. All food bought from here is strangely refreshing, and will promote bodily health with no side effects.

### **[Cosmic Gym (50AP)]:**

A moderately large gym that seems to have nearly every exercise machine you could possibly want. More importantly, all exercise done here is doubled, acting as if you had spent twice as long working out than you did, leaving you twice as tired as a result.

### **[Cosmic Cafeteria (100AP)]:**

A large cafeteria always stocked with good but simple food on the counter. There is not an attached kitchen, but the food restocks rapidly when nobody is paying attention.

### **[Cosmic Pool (100AP)]:**

A moderately sized pool. If possible, this will grow to support everyone in your Archipelago simultaneously, gaining new features and eventually turning into a complete water park after some time.

### **[Heavenly Hospital (200AP)]:**

A moderately sized medical bay with a miracle healing device. This device can restore a person from any malady by flashing them with a mysterious flowing light, after which they will *regenerate* into good form over the next 24 hours. This will leave them very hungry as they heal.

### **[Cosmic Library (200AP)]:**

An impressively sized library, with quite literally every piece of mundane media on the Earth Jumpchain is based on, plus the mundane media of every Jump you have completed previously.

Oddly, it only takes a few minutes to find what you're looking for in this massive collection.

## Facilities – Sports

### **[Green Park (50AP)]:**

A moderately sized park with a small shed full of respawning sports supplies. This park is suitable for any sport you could do on a reasonably flat field of grass.

### **[Sports Stadium (100AP)]:**

An impressive sports arena, suitable for most mundane sports by default, but the actual anomalous property of this stadium is that it's always suitable for playing a single sport, depending on what the players in question intend to do with it.

Oddly, this stadium doesn't ever seem to change in size... *On the outside.*

### **[Combat Arena (200AP)]:**

Much like the above option, but perpetually locked into a circular shape. The combat area is shielded, preventing all attacks from damaging the structure and the viewers within, no matter how excessive the involved attacks get.

All harm dealt within the combat area is undone when leaving the combat area. Dying within the combat area does not trigger any one-ups, and instead teleports the fallen combatant into the bleachers, undoing all harm as if they left.

### **[Holofield (400AP)]:**

This large field of glowing hex-tile concrete conceals an extraordinary feature: It's a holodeck-lite! While the Holofield requires real space, rather than merely simulating movement, it can use force fields synced with holograms to simulate pretty much anything quite well. It can even simulate injuries, although not perfectly as your Holofield is not permitted to cause true harm.

Guaranteed to never malfunction, your Holofield comes with a terminal at one side, packaged with an AI program that can automatically convert other games to be compatible with the Holofield's internal software, plus a guide for how to best use said AI program.

## **Facilities – Supplies**

### **[Jumper-Link Electronics (100AP)]:**

A medium-sized store that sells omniverse-compatible electronics, in a range of specs varying from 'toaster' to 'Excessive Workstation'. Guaranteed to have Desktops, Laptops, Tablets, Smart Phones, and many other related items.

### **[Big Box Store (200AP)]:**

A large store that sells an equally large variety of items, in the same sort of arrangement you'd expect from a major franchise store such as Walmart.

### **[Wheel Deals (200AP)]:**

A medium-sized store focused on Cars, Trucks, and their variations.

Oddly, they can 'certify' any vehicle you own as street legal for a fee, by the standards of anywhere and everywhere in your current Jump.

## **Facilities – Servants**

### **[Servant Constructs (200AP)]:**

Need a few helping hands? These humanoid magical constructs are all you'll likely need. Not truly sapient, but rather of a good imitation of sapience, these ever-loyal hardworking constructs can do anything a normal human can do, just as well as a normal human could. You have an unlimited number of them. They really do just 'pop' into existence somewhere 'offscreen', so don't think about it too hard.

### **[Specialized Servants (200AP)]:**

Your servants can be specialized. Specialized servants are greatly improved in terms of their skillset as it revolves around their specialization, above and beyond the professional skills they get along with their specialization.

### **[Servant Customization (200AP)]:**

Your servants can be unusual. You may specify exactly how, but this is thematic first – but they still get additional powers and abilities along your specified theme(s). These powers and abilities cannot be exceptional as of your current point in Jumpchain, but we all know that's an ever-rising bar.

## Facilities – Utility

### **[Paths (Free)]:**

Walking paths. Not meant for heavy vehicles, but suitable for carts. This network will grow on its own, attempting to connect all commonly used areas of your Archipelago. Your paths grow at a rate of 1 Kilometer a day, growing just as much across all branches.

### **[Power And Light (100AP)]:**

A smart grid that spans your Archipelago, powered by renewable energy sources wherever possible. Comes with Archipelago-wide street lighting.

This network supports, up to it's maximum capacity, power flowing from anywhere to anywhere else. As such, the network is highly distributed. Your power network grows at a rate of 1 Kilometer a day, growing just as much across all branches.

### **[Water And Waste (100AP)]:**

A grid of water pipes that spans your Archipelago, supplied as appropriate to your specific configuration. Comes paired with parallel gray and wastewater networks.

If you have Power and Light, this network comes with hot water and steam through dedicated boilers.

This network supports, up to it's maximum capacity, water flowing from anywhere to anywhere else. As such, the network is highly distributed. Your water network grows at a rate of 1 Kilometer a day, growing just as much across all branches.

### **[Network And Internet (100AP)]:**

A grid of communications systems, wireless, radio, and wired, that spans your Archipelago, spreading capacity as appropriate.

This network has an untraceable link to the outside world, equal to what you'd get at an ISP's hub. This link cannot be hacked, nor can the local network be compromised. Nonetheless, this connection comes paired with a perfect firewall.

At your Benefactor's discretion, we'll add a connection to your original Earth, in read-only mode, of course.

Your Archipelago Intranet grows at a rate of 1 Kilometer a day, growing just as much across all branches.

### **[Tubular! (200AP)]:**

A network of... Pneumatic tubes? Comes paired with a network that can automatically sort mail, but the main attraction here are the passenger tubes, capable of moving people at personal scale, at supersonic speeds! Guaranteed to never have accidents, because this really shouldn't work.

Your pneumatic tube network grows at a rate of 1 Kilometer a day, growing just as much across all branches.

## Other Features

### **[Microbiome Replacement (Free, Highly Recommended)]:**

Plague carriers, what are those?

But seriously, that might have been a problem. But not anymore.

Between Jumps, we'll replace your Archipelago's entire microbiome with an undercompetitive equivalent. Inside of one Jump, we'll subtly scrub your microbiome when traveling long distances, ignoring anything Jump-relevant like Lycanthropy.

This Feature ignores any diseases you'd wish to keep, or that are in properly secured containers.

### **[Favorable Multiverse Integration (200AP)]:**

Your Archipelago is part of its own universe, so don't be surprised when your attempts at dimensional travel inevitably fail. However, you could get this.

For the purposes of interdimensional movement, is however accessible you'd like, judged per-case as per your standards.

This could be pretty important... Or not. It's up to you, really.

### **[Cosmic Conservatory (200AP / Conditional Free)]:**

Perhaps you'd like an adventure?

Once per Jump, you will be granted a small mission of some kind, suitable for your current Jump. Once completed, you'll get to take a little fragment of that Jump with you in your Archipelago. What this 'fragment' is will vary based on the Jump in question, and could be anything from a common houseplant to an exotic set of altered physics, but this Feature won't add anything on a large scale.

Optionally, for *Free*, this mission may instead be a major endeavor, with the resulting 'fragment' being suitably grand, but mission will likely take a significant fraction of your time spent in the Jump.

### **[Body Mod Bay (400AP)]:**

This little wonder of FIAT allows anyone who sits into it to gain an Alt-Form through a Body-Mod document. This may be used to run people through a document multiple times, but only the most recent Body-Mod document will be kept, with all previous ones discarded, with all outside CP recycled for use in the new document.