

THE DRIVE

A Jumpchain Gauntlet

Subtitle: Generic Traveling Gauntlet

by SJ-Chan

V.1.3

Welcome Jumper... or should I say, Driver. You have been selected to take part in The Drive. The rules are simple. You will be given a Vehicle. It will be a ground Vehicle, meaning that it either remains in contact with the ground the vast majority of the time or hovers only a foot or two above it. You and your Vehicle are linked. If you die or your car becomes irreparably damaged, you fail the Gauntlet and will be asked to leave without anything you gained here. If your Vehicle remains motionless (or moves less than one mile) for a period of 48 hours, you fail the gauntlet and will be asked to leave without anything you gained here. Distance your Vehicle moves not under its own power (on a ferry, cargo ship, or tow truck for instance) does not count for any purpose. Days lost to circumstances beyond your control (say if you were randomly stabbed by a mugger) are ignored for time limits. (see Notes: re No Fault Clause)

You may not switch Vehicles. No one else may drive your Vehicle (not even onboard autopilot systems). You can never be more than 100 meters (yes, I'm mixing systems of measurement, get used to it) from your Vehicle. If you attempt to move farther from your Vehicle, or something else attempts to move you further than the limit, you will instantly teleport back to the driver's seat of your Vehicle. (See Notes re: Law Enforcement)

That's it.

Those are the rules.

Well, except for the last one. The Goal. The Drive itself. You have five years to drive a total distance of 238,900 miles. This shouldn't be difficult; it's only 131 miles a day... every day. You have ZERO CP.

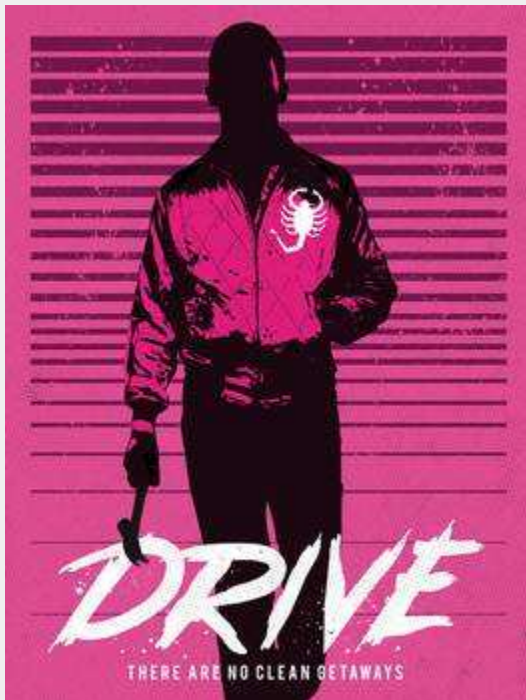
LIMITATIONS

Any Perk or Item not specifically prohibited is allowed.

You are prohibited from bringing any form of transportation (besides your own body) into this Gauntlet, as well as any form of boredom protection, discomfort protection, anything that modifies how much you need to sleep, eat, exercise, or excrete, even if they are part of your body mod (don't worry, we're offering you a healthy new body as part of your Identity below). No resources that provide funds (or goods easily converted into funds), housing, fuel, food, or businesses that supply such things may be accessed. Nothing that modifies your Vehicle or driving skill in any way can be accessed except for actual memories of having actually driven. Also, movement is relative to your local reference frame, so celestial motion does not count.

Additionally, any attempt to cheat these limitations, or to otherwise interfere with the experience of "Mortal Humanoid Driving Vehicle like a Mortal" that does not originate with a Perk, Item, or Drawback gained from this Document will result in a warning. Two warnings will be given. If a third is earned, the Gauntlet will be ended and you will be asked to leave without anything gained here. Honest mistakes won't ding you. Only actual cheating.

It's a Gauntlet about Driving. Don't be a jerk.



Unlimited Lives Mode

[+200 CP]

Is worrying about failing this Gauntlet getting you in a tizzy? Are you worried about the daily minimums or crashing your car?

Well, if you're willing to go into this Gauntlet with no Perks, Powers, or Abilities that a normal human wouldn't have, and no gear that wouldn't be considered fairly common and mundane at your starting location, you don't have to worry about anything but completing The Drive itself in the time limit. Nothing else will make you fail this Gauntlet.

Besides Drawbacks of course.

LOCATION

Select One

The Real World: Today AD

No Bonus

You may select any country on Earth, any time in the last twenty years as your starting location.

The Real World: Yesteryear

Up to 500 CP

You may select any country on earth in any year from 1880 to 1990. Every decade before 1990 you move back, you may gain 50 CP due to the decrease in number of roads and Vehicular reliability.

In Another World With My Vehicle

You may combine this with another jump, as long as the target setting has motor vehicles and roads. You may not utilize any purchase from the other jump to violate the rules or limitations of this Gauntlet and all points from that Jump and this Gauntlet are to be kept separate.

Even if you go to a world where infinite fuel sources and self-maintaining motor-vehicles should exist, all of them will have been replaced with vehicles that are virtually identical in fuel / maintenance requirements and just as vulnerable to accidents, crashes, blown tires, etc as modern cars. You can apply the Yesteryear filter to make the cars less reliable to gain additional CP.



ORIGINS

Select One

Racer

You drive a racecar of some kind. It might be a NASCAR or a Formula 1 or an illegal street-racing Hot Rod. Regardless, you drive faaast.

Your Vehicle is built for Speed.

Deliverator

You drive a delivery vehicle of some kind, be it a Big-Rig, a Box Van, or a hypertech Courier Bike. Regardless, you get where you're going on time.

Your Vehicle is built For Reliability.

Chauffeur

You drive a vehicle designed to carry passengers, be it a Cab, a Bus, or a Limo. Regardless, you get your passengers where they need to be.

Your Vehicle is built For Safety.

Traveler

You drive for the thrill of driving itself, of going new places and seeing new sights. For you, the destination is less important than the Journey.

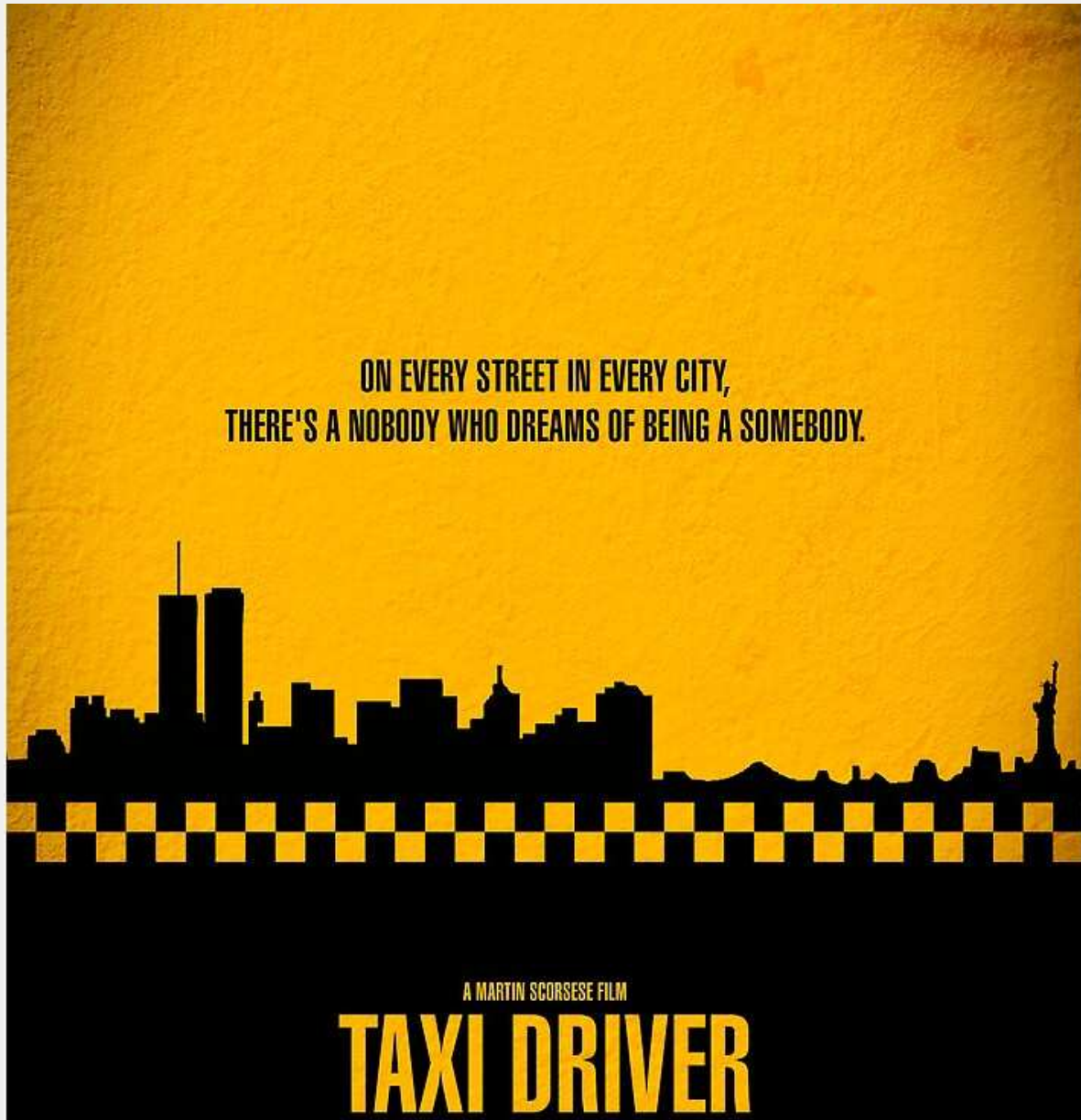
You will find it trivially easy to get a job as a travel companion, tour guide, or travel writer if you want to.

Your Vehicle is built for Comfort.

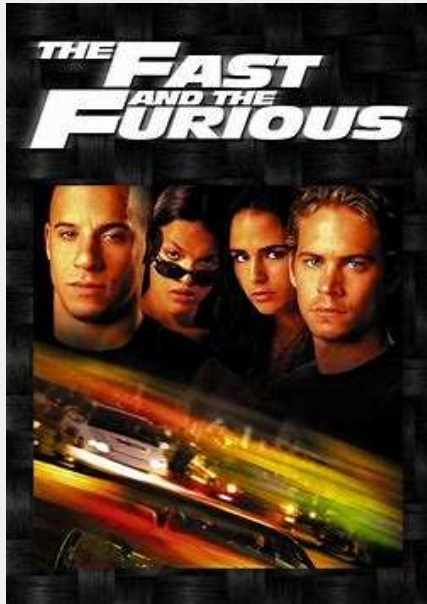


IDENTITY

You are given a normal healthy Human (or closest local equivalent) body, age 21+, custom built to your specifications but otherwise normal, of any sex or gender you desire to be. You have legal identity and as much local history as you want to have as long as it doesn't provide you any significant driving advantage.



PERKS



Vroom Vroom

[Free for All]

You are an extremely skilled driver. How skilled? Well, just from this, assume that a Racer would have 10 years professional high speed driving experience, that a Deliverator and a Chauffeur would have 20 years of extremely long hours of working experience, and a Traveller would have 50 years of avid enthusiast experience driving a variety of vehicles.

This isn't trick driving or fancy driving, btw. It's just nearly complete mastery of the normal habit of going forward at dangerous speeds and avoiding obstacles. Plus things like parking and reversing short distances. And signalling. It's so basic and yet people forget all the time.

In Future jumps, you know how to drive all the top five dominant forms of ground transportation with a similar level of skill.

Farfegnugen

[Free for All]

A made up word meaning "Driving Pleasure". You have it now. No matter what your previous opinion of driving was, you now find you rather enjoy it, though you can still get bored or sleepy or frustrated by traffic.

Totally optional of course, but why not take it? It's free.

All in the Manual

[Free for All]

You know you should read the manual for your car, right? But (since they're written by tech people) they're usually the least user friendly, least interesting read on the planet, so most people don't bother. Even avid drivers often don't. So (as a special bonus) you will find that anytime you enter the driver's seat of a motor vehicle, you'll gain a complete and intuitive understanding of everything in the owner's manual.

You will also know the recommended maintenance methods for that vehicle and how to perform them, as well as gaining a sense of how long it's been since recommended maintenance has been done on any vehicle you touch.

Water Tight

[50]

Water is the enemy of most engines, because fuel and water don't mix. This is a guarantee that, even if you drive your car, truck, or motorbike into a lake, the water will not destroy your engine or electronics... unless you drove off a bridge of course. Then it's the impact that is doing it.

Auto Body Experience

[50]

You are now a skilled auto mechanic, with the equivalent of twenty years working in the industry. You know how to do everything from oil changes to rebuilding a transmission or replacing an engine. You can work on anything that has an internal combustion engine and your tool kit is always well organized. Further, because having to have all the various tools is annoying (especially with Metric and Imperial), any toolkit you have will automatically adjust the sizings of tools to fit if they are close to being the correct size.

Parts and Services

[50]

You will always find a parts shop or a service station or a fuel station when you need one. Parts shops will always have any stock part that is still being manufactured that you need. Service stations will always have someone who can work on your vehicle immediately. Tow trucks will always arrive within 15 minutes. Fuel stations will always have gas, a clean bathroom, and a decent supply of snacks and drinks. This does nothing to make prices reasonable, but the prices won't be higher than what other places charge.

Evil

[100]

You are a stunt driving master, able to plan and perform all the most insane of stunts with a better than average rate of success. Be aware that most of the more insane stunts are absolutely deadly if fucked up. This does come with instinctive knowledge of the risks associated with any stunt you're attempting or planning. You also know how to make simple stunts look far more dangerous than they actually are.

This perk allows you to drive stunt vehicles that aren't your Primary. Distance traveled in a stunt vehicle doesn't count and while you're in a stunt vehicle you can get up to 2000 meters from your Primary Vehicle for the purpose of a stunt.

Offensive Language

[100]

You know how to drive extremely aggressively and do so with relative safety. You can weave in and out of traffic, speed, tailgate, and ride your brakes with the best of them, and know how to cut safety margins so thin that they practically scream. You also know how to deliberately provoke others to react defensively or to instill road rage in others. You also know the best techniques to drive people off the road. Warning: Using this skill is asking for trouble and for things to go wrong. It does not protect you from the natural consequences of this kind of jackassery.

Defensive Stance

[100]

You are a master of defensive driving, able to intuit what all the other idiots around you are likely to do, how to safely respond to almost any risky situation on the road, how to maintain focus and how to do all the show-offy things like skew-turn parking, driving backwards, and launch starts safely.

Indistractable

[200]

You are able to safely multitask and drive at the same time. You're so hard to distract that you could safely eat a sandwich while talking on the phone and driving in a hurricane and you'd still be as safe as you would be driving on rain slick roads in gale force winds. As long as you have enough limbs and eyes to see where you're going, what you're doing, and work the controls, you can multitask without losing any focus. Doesn't mean cops will ignore what you're doing though. This does not help you stay awake if you're tired.

Zen of Motorcycle Maintenance

[200]

You can meditate while near any mechanical item and gain a sense of what's wrong with it and what it will take to repair it as well as how long it will take and if it's worth the effort (in time and or money). You must understand the basic principles upon which the machine functions, but this does come with working understanding of the internal combustion engine and basic motor-vehicle repair skills.

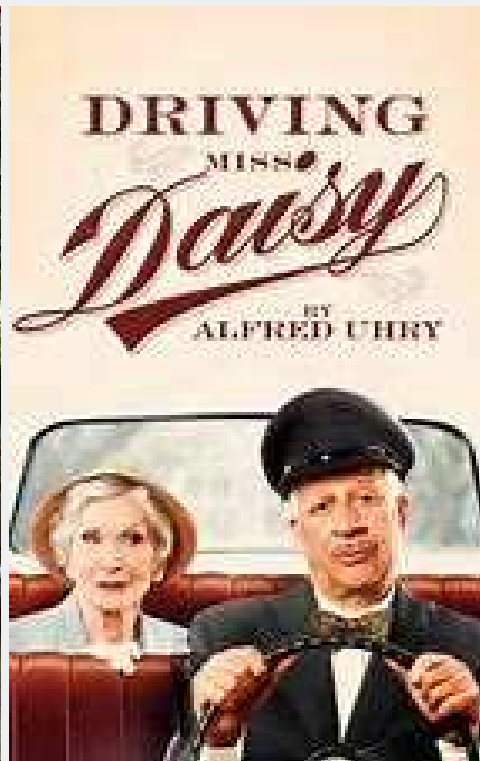
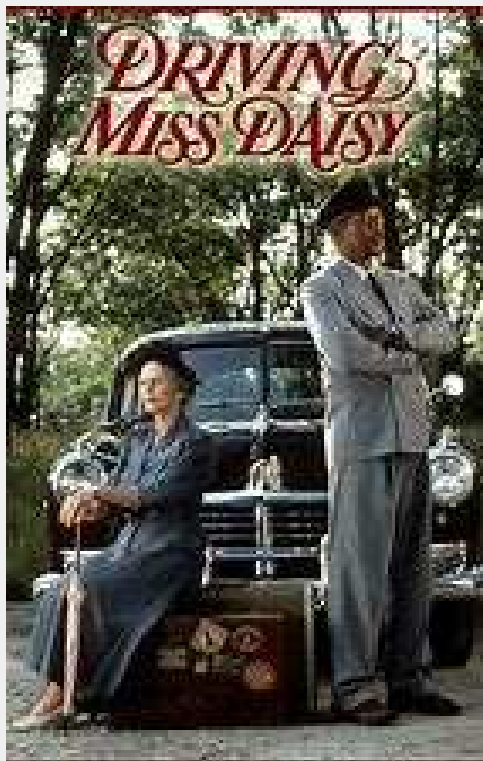
You never get bored while repairing or maintaining any vehicle.

Tao of the Way

[300]

You can sense the flow of traffic and always know which side of the road the exit will be on, when there are slowdowns and accidents ahead, what the weather is about to do to road conditions, and when animals are about to run across the road. Most of these will give you a couple of minutes / miles to plan, though for animals / accidents you might only get a couple seconds warning.

You have an absolute time sense that allows you to know how long you've been driving and how far you are from your destination without having to consult anything. You also know how fast you're moving at all times, what your altitude is, and your Vehicle's current condition without any kind of readouts. Lastly, you can control any system in your Vehicle that isn't steering or braking or shifting gears (so cruise control to the stereo to the door locks to the mirrors) with a thought.



RACER PERKS

Good Reflexes

[100]

Free For Racers

When you're going fast, it's really important to have exceptionally fast reflexes. Yours are as good as it gets for a human being.

Unfocused Aggression

[200]

Half Price For Racers

Boredom is a killer when driving, especially when you're going a hundred-and-fifty plus miles per hour in a circle. This won't help with keeping you from getting bored... but it will allow you to enter into a kind of trance where you are unfocused enough to allow you to take in the whole situation around you (even at speed) without losing your competitive edge. So let the boredom wash over you, it won't dampen your reflexes or ability to react. This does nothing to prevent you from falling asleep however.

Life At Speed

[300]

Half Price For Racers

Opportunity and Calamity are often separated by the tiniest of choices. Whenever calamity or opportunity present themselves to you, time will (for you) slow to a crawl, allowing you to consider your choices carefully. This slow down can last up to a total of twelve seconds per day, though to you, each of those seconds will seem like a full minute.

Right of Way

[400]

Half Price For Racers

You have, like an emergency vehicle, the legal right to ignore Speed Limits and Traffic Lights and even the correct direction of streets. You can park anywhere you like. In a legal race, this won't make much of a difference, because the rules of the sport will stop you from taking advantage of this cheat... but in an illegal street race? Well, you won't have to worry about Law Enforcement stopping you. Might want to add a flasher to your vehicle... and a siren? You're legally allowed to use both, and they come free with this if you want them.

DELIVERATOR PERKS

Mental GPS

[100]

Free For Deliverators

You always know how to get to your destination. It may not be the fastest route, but it'll be the route that gets you there safely and with minimal fuss. All you have to have is even the vaguest of specific addresses... but "That place I went one time" isn't enough. "Black Building, corner lot, three-to-five stories, across from a spanish market in downtown Minneapolis" would work. "The Rockwell Building in San Diego" would work. "My Mom's House" might work if you know the speaker's real name. Mental GPS can only use publicly available information or data you already know. It cannot read minds nor uncover hidden secrets.

Long Haul

[200]

Half Price For Deliverators

Falling asleep at the wheel when you've been driving for hour after hour after hour is a killer... and all too common. But thankfully, fatigue and sleepiness don't hinder you nearly as much as they do normal people. Assuming you've had a good night's sleep, you can easily go for twenty hours without any stimulant in your system and you can banish sleepiness and fatigue for half an hour at the cost of requiring a full hour's sleep to make up for it. Once the half hour is up, the fatigue will return, now half an hour stronger. It can be banished again, this time requiring an additional two hours sleep. A third time would need three hours and so on. After the sixth time you banish fatigue, you'll simply pass out at the end of the half-hour and wake up twenty-one hours later. Additionally, all forms of stimulants are twice as effective for you and you don't build up a tolerance for them that would require ever increasing dosages. The double effectiveness will not make a safe dose into an unsafe dose. It just means the safe dose will last twice as long. This does nothing against boredom, and it very much won't stop you from overdosing if you decide that Meth is candy.



Shlep & Go

[300]

Half Price For Deliverators

Part and parcel (pun intended) of being a Deliverator is actually delivering your goods, be that crates or pizza or messages, intact and quickly. You have exceptional luck in avoiding situations that might accidentally interfere with your deliveries, damage what you're carrying, or just slow you down... though this luck is far from perfect and you'll have to take care and pay attention to get the most out of it. That said, this also grants you that same combination of luck and skill when it comes to offloading your delivery. Paperwork will tend to be filled out properly, recipients will not give you trouble about unavoidable delays, or lack of storage space, or whatever, and they certainly won't take thirty five minutes just to get around to signing off on the documentation. Also, your payments for any task you successfully complete will be instantaneously available for you to spend. No more waiting around for checks to clear.

While most of your delivery customers will (grudgingly) accept it if you just deposit their stuff at the nearest convenient unloading zone, those who legitimately will have a hard time getting the stuff where it needs to go (like a little old lady isn't moving a sofa up some stairs from the curb) will still ask for your help.

And it'll be help you can give. You find it quite easy to carry heavy and or bulky objects by yourself. You could easily manhandle a grand piano up six flights of narrow steps without getting winded or getting the piano wedged or damaged. You're that good.



Puncture Proof

[400]

Half Price For Deliverators

Your vehicle will never break down, get a flat tire, or suffer from improper maintenance. This applies to all your vehicles in the future. Only accidents caused by you or other fools, plus enemy action will take out one of your vehicles. Additionally, you never get sick... not even if you eat the worst, greasy food imaginable and drink yourself under the table on the cheapest booze around. Come morning, you'll be fine. Hell, stress won't even bother you enough to matter. No breakdowns for you. Also, you could walk / drive through a forest of diamond nails and not get a scratch on your feet or tires.

CHAUFFEUR PERKS

Smoooooth

[100]

Free For Chauffeur

Somehow, no matter how rough the roads you're driving over, no matter how terrible the shocks you're riding on, your passengers will never feel how bumpy the trip is unless you actively want them to be tossed about. Additionally, people never argue about the fares you charge them as long as you're not cheating or gouging them. Your passengers will get on and off your vehicle in a timely fashion.

Detail Devils

[200]

Half Price For Chauffeur

A clean vehicle is best for optimal passenger experience.

Unfortunately, time spent cleaning is time not spent driving.

And also unfortunately, passengers often seem to think that since it's not their vehicle, they can trash it without a care. This won't stop them from doing so... instead, whenever you don't have passengers, a team of highly attractive otherworldly beings will appear to clean your vehicle

for you. They don't accept payment, but do like treats as tips. What kind of treats? Well, nothing you'd have too much issue with providing, but the specifics are up to you. It takes them between one minute to do a light touch up to fifteen minutes to do a deep clean with point

detailing. They never do less than a perfectly professional job. It's a matter of pride. They will not interact with your passengers ever.



All Ways & Forever

[300]

Half Price For Chauffeur

People want to get where they're going fast and in one piece... and aren't always the best at giving directions. If your passenger can articulate a destination, you know instantly how to get there by any combination of: The Fastest possible route, The Safest possible route, and The Most Interesting possible route. So yes, Safest & Fastest is possible. And by articulate... if they say "Take me to this diner I ate at when I was seven." you would know where that was. If they say "Home" you'll know where they live and how to get there. There will always be a way for you to get them to their destination... and for you to get back. If it's normally impossible (say the devil gets into your car and says "Take me to Heaven") you'll know how to do it and how to get back safely, but you won't know how to repeat the trip without another passenger wanting to go there. Your passenger has to legit want or need to go someplace for you to know how to get there with a vague address. A Specific Address will work just fine if they don't actually want to go there. Yes, "Take Me Where I Need to Go / Want to Go / Should Be" will work just fine.

Driving Ace

[400]

Half Price For Chauffeur

You never ever crash, unless you do it deliberately. You never have an accident. Someone would have to be an astonishingly good driver to even force you off the road and your vehicles always take the absolute minimum amount of damage from any impact, accidental or deliberate.

If you do crash or get forced off the road, you and your passengers are virtually guaranteed to walk away unscathed. I say virtually because if what caused you to crash was because a tank smashed your sedan off the road or a machine gun filled the car with bullets, this isn't going to offer much protection. But if there's any way it's possible to be unscathed, you and your passengers will be. If you fall asleep at the wheel, the car will simply drift to a stop by the side of the road.

Additionally, you never have personal accidents (peeing / crapping your pants, vomiting, sneezing, farting, belching, etc.) unless you want to. The issue requiring that emission as well as the discomfort that is caused by the issue won't go away, but you can decide when and where to deal with it and can compartmentalize the discomfort. Still, might want to pull over soon.

TRAVELER PERKS

Relaxed Rules

[100]

Free For Travelers

You're here for the fun of the trip, not to work! As such, you have three special relaxations of the Rules of this Gauntlet. First, you can get up to 1000 meters from your Primary Vehicle instead of 100. Second, you can drive other Vehicles, though if they're not part of your fleet of Secondary Vehicles (i.e. things you paid CP for or got as Freebies) the distance you drive them doesn't count. And Third, your Primary Vehicle can remain stationary for up to a week at a time, or in transit (as cargo) for up to two weeks, though if it gets destroyed, you're still going to fail the Gauntlet.

Distance travelled on Secondary Vehicles is only worth ½ the distance.

Secondary Vehicles must be Ground or Water Vehicles.

Flying machines cannot be Secondary.

Additionally, you may select up to 3 unpowered outdoor sporting activities, such as surfing, hangliding, cycling, skating boarding, etc. As long as you are pursuing these activities for leisure, you are limited to 26.3 miles from your

Primary Vehicle, but don't try to abuse this leniency by trying to run errands or anything. Jogging is fine, hiking is fine, skating is fine... but only for sporty fun time. No jogging to the store. Drive there if you want to go there to actually do stuff there.

While driving a Secondary Vehicle with this active, you may get as far as you like from your Primary. If you get 1000m from your Secondary Vehicle, you'll teleport back to your Primary Vehicle.

After this Gauntlet ends, you may legally get away with exceeding any limits placed on you by 50%. So you could pay half as much taxes or drive 75 in a 50 zone or something like that.

This does not reduce the distance needed to complete this Gauntlet, nor shorten any race length ever.

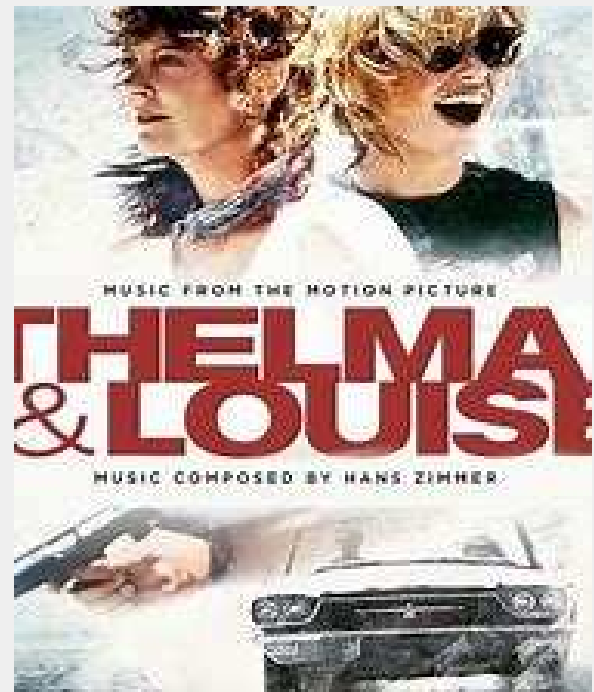


All Access Pass

[200]

Half Price For Travelers

One of the most annoying things for a traveler is showing up some place and finding out that they're closed... or a military base... or shooting a movie and would you please go away. Well, fear not. As long as you're not planning on interfering with whatever's going on someplace, you'll find you have access to anywhere you want to explore when you get there. Don't expect people to let you look at classified materials, or take samples or pictures, but short of that, anything goes. Yes, this does mean that if you show up to a fancy restaurant at 4am they'll still serve you. Note, this perk doesn't guarantee they'll be happy to let you in.



All Terrain

[300]

Half Price For Travelers

Sadly, not all vehicles are made for offroading. A lot of cars will protest if you try to drive them into water or, you know, over mountains. Well worry no more. This perk guarantees that any vehicle you drive will adapt to whatever terrain you're driving it over or through. So if you drive your car into a river, it'll float. If you drive into soft sand, the tires will balloon. If you drive off a cliff you're going to crash. If you drive into a tree you're going to crash. If you drive into lava your car will melt... I mean, this is for ground vehicles or water vehicles and talking about terrain that such vehicles can be adapted to with reasonable preparation. It won't do the impossible or the staggeringly improbable. Your car isn't going to become a submarine or an airplane. Every vehicle you drive however will function like it has four wheel drive and four wheel steering whenever you need it to, even if no one makes a four wheel drive bus. Most importantly, the shocks will adjust when you take the vehicle off road, so your RV won't shake itself apart.

Extra Tank

[400]

Half Price For Travelers

While technically you can run out of gas, whenever you do a fuel truck pulls up next to you and refuels you. Also, your Vehicle holds an extra 500 miles worth of fuel... so does your stomach. What does that mean? Well, imagine you walk into an all-you-can-eat joint and do exactly that... you can eat the equivalent of three days of breakfasts, lunches, snacks, and dinners without discomfort and then you won't get hungry again for the next 72 hours. You can still eat normally, which will top you up, but can't fully cram yourself until you've burned through the extra meals. Over-eating no longer causes you to gain weight, nor does it make you nauseated, gassy, or sick to your stomach. Additionally, you can consume motor oil, cooking oil, fuel oil, or any other liquid fuel source safely and burn it as if it were food. Your farts might smell like smoke however.



ITEMS

You get your Primary Vehicle for Free.

Any other vehicle you buy is a Secondary Vehicle.

Secondary Vehicles cannot be driven by you during this Gauntlet unless they say so or you are a Traveller.

All vehicles have all legal documentation, licensing, and registration. Remember, Vehicles in this Gauntlet are not self-repairing or maintaining, though if destroyed they will respawn, except for the Primary Vehicle, where having it destroyed usually results in failing the Gauntlet.

General Items

Automotive Stocks

[50]

You have 20 thousand dollars (c2020) in automotive stocks. Each time you purchase this, move the decimal point one place to the right. Buying this nine times would effectively give you complete control of the global automotive industry, but that would cost you 500 instead of 450.

In each future jump all sold off stocks are returned to you.

A Good Mechanic

[100]

You have a mechanic on call twenty-five hours a day who can fix anything that can be fixed. This can be a companion or a companion can be imported into this mechanic. The Mechanic doesn't work faster than normal, and you still have to pay for parts (and possibly their services and travel) but if there's a way to repair what's wrong with a vehicle, they'll know how to do it. Pretty good at tuning and jerry-rigging.



Snack Box

[100]

This is a small box that can fit between the seats of most cars (even if there's something there already) without interfering with anything. When opened, it contains some random snack food and a drink. It'll never be something you'll hate, but it might not be your favorite. The box refreshes once an hour per person who opens it.

Audiobook Collection

[100]

You have an MP3 player that can convert any book you put in contact with it into an audiobook or radio drama. It can hold an unlimited amount of audio.

Fuel Card

[200]

This is a Black Credit Card with the world FUEL on it. It can be used to buy vehicular fuel anywhere that takes any kind of credit. Fuel purchased with this card costs 25 cents a gallon (c1950... about 2 bucks in 2020). Always. If the fuel comes in a solid form, 1 gallon ~ 3,500 cubic centimeters volume. Since there were no credit cards before 1950, if you're that far back, you get a small black change purse. Fuel costs a penny as long as it's a world without credit cards, but you have to actually have pennies. Real, US or British Pennies. Made of Copper or Iron. None of this alloy nonsense. Can only be used to buy Vehicular Fuel. Card must be paid off each month.

Parts Supplier

[200]

You have a guy who can get you practically any commercially available automotive part, at cost, in two days or less. If it's a part that's no longer made, but still exists anywhere in the world, he'll be able to find it within a week but the cost might be pretty high if it's a rare part. He also knows people who can fabricate replacements, but again, you'll have to pay for that.

Robot In Disguise

[300]

Your Vehicle is, in fact, a Transformer. They can become a companion or have a companion imported into the role. By default, the vehicle is an Autobot, but if you want a Decepticon, that's all on you. If the Vehicle is driving itself, it doesn't count for The Drive's distance.



Iconic Ride

[Variable]

Only Powered Vehicles qualify for this.

Is there a legendary vehicle you want? How about one that's fictional? This is the option for you. You may purchase any production model vehicle ever made in the real world for 50 CP up to the current RL year. It will be in mint condition, with 1 mile on the odometer. You may purchase any unique real world vehicle for 100 CP. The vehicle will be in its iconic state. One 50 or 100 CP Iconic Ride can be set as your Primary if you don't take a Freebie vehicle from your Origin. If you do this, you get the Iconic Ride for free.

Fictional vehicles cost more depending on how... useful they are. Something like the Crown Regalia from FFXV would cost 200. Buckaroo Banzai's interdimensional car would cost 300. Something like the DeLorean from back to the future would cost 400... before the Mr Atomic and Hover mods.

At that point you're looking at 500.

Any vehicle you purchase here is fiat backed to work. No Spaceships or purely airborne vehicles and nothing larger than a Big Rig. Vehicles that cost more than 100 CP cannot be your Primary Vehicle, and if you're a Traveller, these are not Secondary Vehicles either. That said, buying a vehicle you're not allowed to drive goes against the spirit of the Gauntlet, so feel free to take your Iconic Ride out for a cruise. If you get too far from the Iconic Ride, you'll teleport back to your Primary however, so keep that in mind.



Racer Items

Racers may select a Supercar, Stock / Touring Car, or Rally Car as their Primary Vehicle.

Pro-Driver Certification

[50]

Free for Racer

You have all the documentation to prove that you are a fully qualified race driver and are legally allowed to work in any country that hosts motor-vehicle races or the equivalent.

This documentation also includes a completely legitimate semi-pro and junior league racing history that you can remember if you try to. This is so that teams will have a reason to hire you if you want that.

Rally Car

[100]

Half Price for Racer

Rally Cars race on a variety of terrains from country roads to dirt to sand. They take the greatest amount of pounding and require a two person team to race, with a navigator telling the driver exactly what's coming every step of the way. It's exciting, nerve wracking, and dangerous. Rally Cars are modified production models or street legal cars, and sometimes for super rallies carry spare parts and a mechanic or two. Rallies are done in stages and usually take multiple days. They are time trials, with each racer going in turn rather than having multiple cars on the track at once.

Rally Cars are tougher than Stock/Touring or F1 cars and yours is tougher still... which is good because if you total it, you're done.

Don't total your car.

If you took this as your freebie as a Racer, you may buy additional Rally Cars for 50 CP each. Each is an additional life in this Gauntlet.



Supercar

[100]

Half Price For Racer

F-1 Cars are, hands down, the most sophisticated cars on the planet. They are utterly unsuited to anything but going incredibly fast. Hell, at normal road speeds, they're disastrously unsafe. But at speed, they float. You wanna go fast? They go very very fast. While 372.5km/h (231.4mph) is the fastest speed set during a race, the fastest speed set with an F1 car is much higher (397.36km/h (246.9mph)).

Other Supercar classes include Formula 2, Indie, and Endurance. They are all defined by being cutting edge non-production cars that are not street legal. Formula E uses two cars in rotation, so both will count as Primary if you're in that class. Endurance usually switches drivers in and out, but only your distance will count for this Gauntlet.

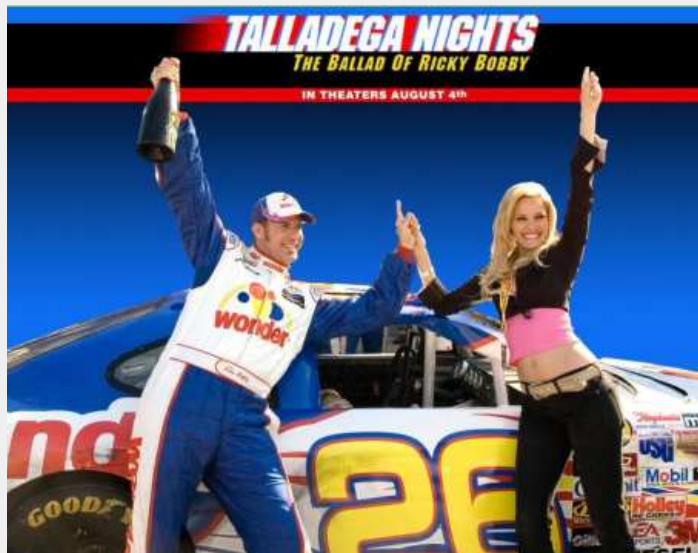
If you got this free, this is your Vehicle. Thankfully, since crashing it will almost certainly happen, as long as your team doesn't fire you, they'll put you back on the grid in time for the next practice. Anyone on your team can drive your Supercar, but it doesn't count for distance travelled if you're not doing the driving yourself. When your car is being driven by someone else or in transport to a race, you will find yourself intangibly in the driver's seat, unable to leave the car or control it. Your body will be fine.

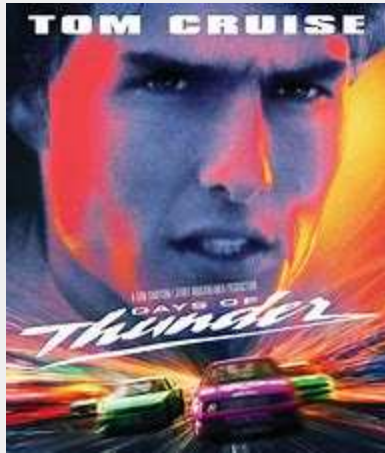
The average race is at least 305 kilometers or about 190 miles.

Once you complete this Gauntlet successfully, your car will have an entire team ensuring that it's still as sophisticated as it is possible to be in the new worlds you visit, and F1 style racing will always be present in some form if the tech base allows it... even if that's going back to horse-drawn chariots.

Note that the term Supercar is also used in the industry to refer to extremely fast,

technically maybe street legal, sports cars. This doesn't cover that. If you want one of those, like a Bugatti Veyron, Koenigsegg, or Pagani Zonda, get it from Iconic Ride. No one uses one of them for racing.





Stock / Touring Car

[100]

Half Price For Racer

Do you like going *very very* fast and only turning right? Do you like driving a car made entirely of stock parts? That's NASCAR, the American version of what's known as Stock Car or Touring Car racing. NASCARs are built of the most advanced production parts and then tuned to a fare thee well. These things are a thin frame wrapped around an engine, a seat, and a roll cage. And they go 150-170 mph... in giant circles, for hours and hours and hours. It's harder than it sounds.

Your team will keep you racing even after you crash as long as you don't get fired, so don't worry too much about the car. As long as your team doesn't fire you, you're fine.

If this car is your Primary Vehicle, anyone on your team can drive it, but the distance they drive doesn't count for distance travelled. When your car is being driven by someone else or in transport to a race, you will find yourself intangibly in the driver's seat, unable to leave the car or control it.

Once you complete this Gauntlet successfully, your car will have an entire team ensuring that it's still as fast as it is possible to be with production parts in the new worlds you visit, and Stock-Car style racing will always be present in some form if the tech base allows it.

Touring Cars are custom tuned production sedans (4 or 5 door) that function as a middle ground between NASCAR's "These are normal cars" and F1 style racing with convoluted tracks. Touring Cars aren't nearly as vroom and are sometimes limited in total horsepower, but are more useful to automobile manufacturers.

Illegal Street Racers, by their *very* nature, use Stock Cars modified with Stock Parts (and sometimes Custom Parts).



Car Carrier

[200]

Half Price For Racer

You have a mobile auto-shop designed to carry up to three cars or one truck, and to be capable of repairing nearly any damage to a racing vehicle as fast as is humanly possible. It is fully kitted out and hauled by a Semi-Truck (thus it requires a Commercial Driver's License to operate). If you have a CDL and buy this, you can drive this as a Secondary Vehicle as long as your Primary is loaded into it or is about to be loaded into it. As a Secondary Vehicle, distance driven in this doesn't count towards your total unless you're a Traveller.



Pit Crew

[300]

Half Price For Racer

Whenever you pull into any service station or repair shop, your pit crew will appear and change your tires, wipe your windows, give you a drink / snack, and refuel your car... all in less than 30 seconds. In a race, they'll rival the [Redbull team](#)... which routinely changes all four tires in less than 2 seconds, though that's because F1 doesn't care how many people are in your pit crew.

Most other Motorsports do.

This does not come with a Master Mechanic but the Crew Chief can keep your car running as long as it's not too badly damaged.

Master Mechanics

[300]

Half Price For Racer

Sure, sure, I'm certain your team will pay someone to be your mechanic... possibly even a couple of them. But if you shell out the dosh for this Group Companion, well.. The Master Mechanics are just that. They are a team of three individuals who include the best automotive mechanics in the world.

One's a physicist & mechanical engineer, one's a computer & electronics engineer, and the third is a chemical engineer, statistician, and meteorologist. You can import three existing companions into this group.

In future jumps they pick up new motor science very rapidly and are enthusiastic about working on any kind of transportation... especially stuff that goes very fast.

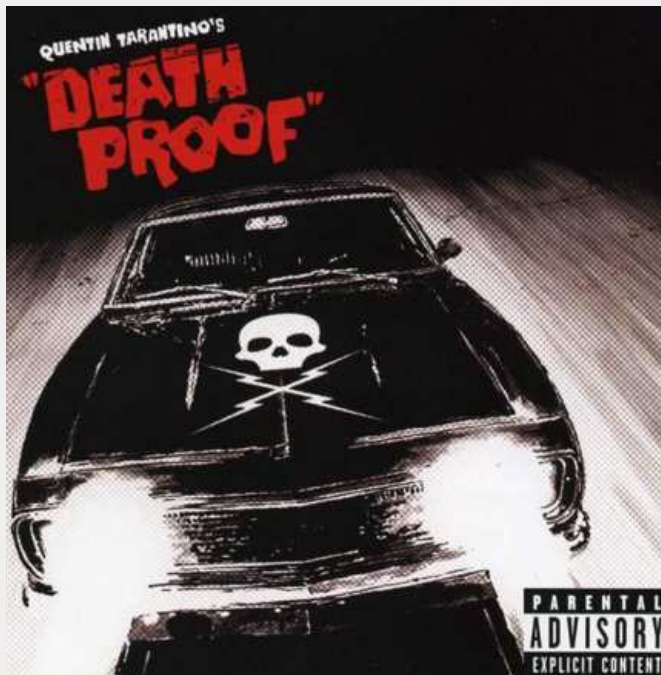
Sponsorship Deals

[400]

Half Price For Racer

Yes yes, your team will be providing the sponsorship deals while you're here. But you might want the deals to follow you. And you might want to be able to pick who sponsors you. If you have this deal, whenever you slap a corporate logo on your racing uniform, that company will decide to sponsor

your racing team. As a corporate spokesperson, you'll also gain various rewards. A car company would give you free cars. A food chain would let you eat free. A hotel chain let you stay free in high end suites. Clothiers give clothing. Watchmakers give watches. That kind of thing. Also, you'll keep being paid your salary of \$500,000 USD (c2020) every year and your sponsors will pay for all automotive parts and anything else you can connect to racing, no matter how tenuous. Remember, your sponsors can't break the deal. Only you can.



Deliverator Items

Deliverators may select a Panel Van, Box Truck, Big Rig, or Courier Bike as their Primary Vehicle.

Commercial Driver's License

[50]

Free for Deliverator

This photo ID allows you to legally drive any commercial (non-passenger) land or sea vehicle. Unfortunately, it's limited to a single country or group of nations that have agreed to accept each other's drivers license (the EU is one such group, The US, Canada, and Mexico are a second). If you also have the International Driver's License the two combine to work anywhere.



Panel Van

[100]

Half Price for Deliverators

The smallest of the purpose-built delivery vehicles, Panel Vans are ubiquitous, small, and deliver everything from flowers to packages to baked goods to fruit baskets. They fit almost anywhere that normal cars can go and, to be frank, no one notices them.

Yours instantly changes its external detailing for whatever company you're delivering for and ensures that, as long as you don't royally fuck up, you can get a job working for any delivery company that uses any variety of Panel Vans (including the US Post office).

Additionally, no one will notice your van as long as there is a valid reason it might be in the area. Panel Vans are also known as Sedan Delivery, Blind Vans, and Car-Derived Vans. You may also choose to make this a Panel Truck / Truck-Derived Van or Unibody Van.

Box Truck

[100]

Half Price For Deliverators

Also known as Box Vans, Cube Vans, Bob Trucks, or Cube Trucks, this is the size class of delivery vehicle between panel vans and big rig, this is the class that includes most moving vans, Multi-stop trucks, and step trucks. UPS Trucks, Food Trucks, Ambulances, and Fire Trucks are also in this category. This type of vehicle is a chassis cab truck with an enclosed cuboid-shaped cargo area. Sometimes the cabin is separated from the cargo area, but sometimes there is a door between them.

These vehicles are typically used for large scale moving of goods inside an urban area or by farms bringing goods to market. Far less subtle than a panel van, the Box Truck can be easily modified to any configuration from hay wain to milk-truck to bread truck to refrigerated truck.

Yours can, once per day, reconfigure itself into any similar vehicle, and change its branding at the same time. No company you work for will notice you're using your own personal vehicle and will willingly pay for upkeep on it as well as all the fuel you use.

Big Rig

[100]

Half Price For Deliverators

Also known as (deep breath) transport trucks, semi-trucks, trailer trucks, tractor trucks, transfer trucks, articulated trucks, articulated lorries, artics, single trucks, semi-trailers, tractor-trailers, semi-tractors, semis, trailers, tractors, eighteen-wheelers, and juggernauts, the Big Rig is the most common means of transporting goods in the world. Designed to have a huge variety of trailers attached via a connection called a fifth-wheel, they carry goods of all kinds and most countries absolutely rely on them.

Your truck is a top of the line Big Rig with all the comforts of a very small and cramped motel room in the back of the cab.

Your personal Big Rig can legally ignore weigh-stations, is never overweight for the roads / bridges it crosses, and never has its brakes blow out on a steep grade as long as you've had the maintenance done.

Yours is also strong enough to pull what the Australians call a Land Train or Road Train. And yes, the picture below is one hauling four fuel tanks. Australians are mental.



Courier Bike

[100]

Half Price For Deliverators

A small fast motorcycle, this is the fastest delivery option on the list, designed to *weave* in and out of traffic at lightning speed. Yours comes with an engine that runs on anything that burns, be it high proof liquor, rubbing alcohol, butane, rocket fuel, coal-oil, fish oil, canola oil, diesel, gasoline, propane, natural gas... powdered sugar. Mixing fuels will never cause a problem on this thing and the gas tank can even accept solid objects if you want to cram a tree branch in there. It also burns completely clean, meaning the only exhaust is *water vapor*.

Oh, and bonus feature for the ladies... it thrums *between your legs*, if you know *what I mean*. Comes with high end bicycle leathers and a state of the art bluetooth enabled sound system and HUD display.



Bonded & Insured

[200]

Half Price For Deliverators

Delivery companies, the best ones? They have secured funds to guarantee that they will make good on a delivery and if they don't, their insurance will pay out. You have that kind of reference, the kind that lets anyone who looks into your background and business credentials know that you can be trusted to either deliver the goods securely or to make good on their loss... regardless of what that takes. People will see that and know they can trust you. Unless and until you betray that trust or fail to make good. Your Benefactor is your Insurance Company. Fail enough and you might annoy them.



Hypercar / Hyperbike

[300]

Half Price For Deliverators

Soo... you want to be more than a delivery driver. You want to be a true Deliverator. A knight errant of the road, a master of motion. This is the vehicle for you. If you're a Deliverator, this replaces your primary vehicle with a machine built for speed beyond any normal vehicle... not even a racing vehicle can match it. If you are a Racer or Chauffeur, you may use this vehicle as a pleasure vehicle, but distance driven in it doesn't count for The Drive and if you get more than 100 meters from the Hyper Vehicle you'll teleport back to your primary. If you're a Traveler, the Hyper Vehicle becomes part of your Fleet.

But that doesn't explain what a Hypercar is. Imagine a Bugatti Veyron... in 1981. That's what a Hypercar is. It's something twenty years ahead of its time and even if it were in its proper time, it would still be a supercar. Hugely uneconomical normally, yours gets excellent gas mileage... like... economy sedan level gas mileage, can go faster than anyone should legally be allowed to drive, and turns on a motherfucking dime. This thing looks like a gorgeous street car and behaves like an F1 car, with adaptive tires, active suspension, all wheel drive and steering... and all the other automotive buzzwords. And that's the Hypercar. The Hyperbike is even faster, more nimble, and sleeker. This thing will hit land speed records in fifth gear and still have speed to burn. The roar of this thing's engine at full throttle will shatter windows and rip skirts off in its windstorm. Put this thing in seventh gear and it'll drive straight up buildings. Of course, it's not exactly the most comfortable ride. The hyperbike does come with the same riding leathers and helmet as the Courier Bike.

The Hypercar tops out around 500 mph. The Hyperbike at around 600.

JPS

[400]

Half Price For Deliverators

You own the Jumper Postal Service, a global delivery company on the same scale as UPS or DHL. They will follow you from jump to jump. They don't pay you anything, but you can ship anything anywhere for free. Anything. Anywhere. Also, you get one of their uniforms and can borrow one of their vehicles any time once you leave this jump.

Chauffeur Items

Chauffeurs may select a Taxi Cab, Limousine, or Bus as their Primary Vehicle.

Chauffeur License

[50]

Free For Chauffeur

This photo ID allows you to legally drive any passenger land or sea vehicle. Unfortunately, it's limited to a single country or group of nations that have agreed to accept each other's drivers license (the EU is one such group, The US, Canada, and Mexico are a second). If you also have the International Driver's License the two combine to work anywhere.

Taxi Cab

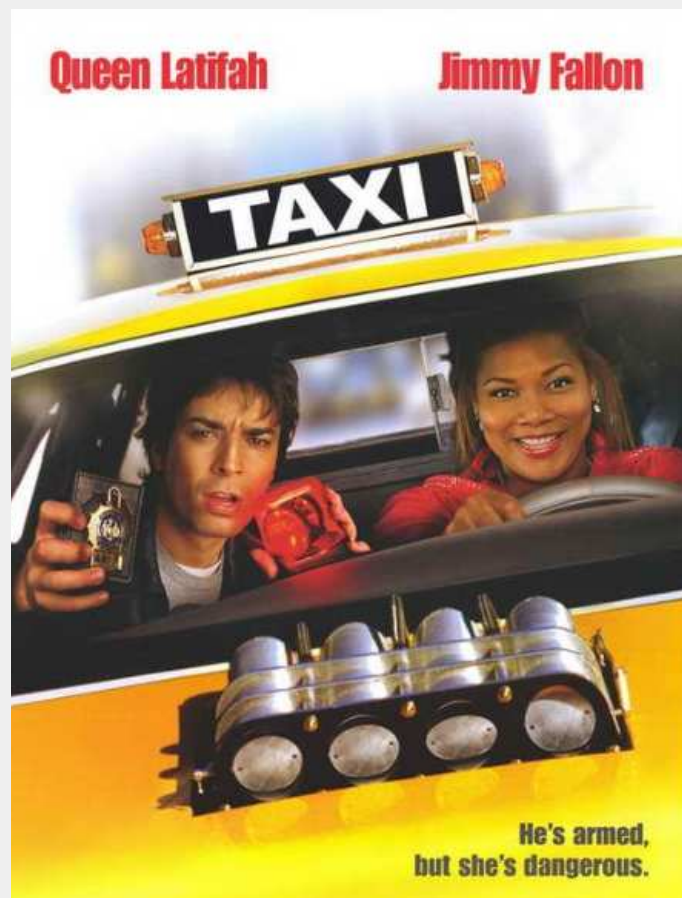
[100]

Half Price For Chauffeur

You have a taxi cab. It's a very nice taxi cab, though it is just a nice sedan at best. It is fully licensed to operate in one major metropolitan area and something about your cab ensures that when you're looking for passengers, you almost always find one. Not only that, but most of them will be interesting and being in your backseat will loosen their inhibitions a bit, making them talkative, flirty, or open to new experiences... or just receptive to a good joke.

Your cab is, like all cabs, completely ubiquitous and utterly unremarkable within its city. Your cab will change markings if you

take it to a different city.



Limousine

[100]

Half Price For Chauffeur

You have a fancy passenger vehicle. It could be a standard limo, or a stretch limo or an SUV limo or even a party bus. Regardless, it's high end and you never have any trouble finding people to rent it... or, optionally, you might work for a private family... but that's probably not the best way to get a lot of miles in.

Passengers in your limo always seem to have a good time unless something goes disastrously wrong... and even when that happens, they always seem to treat it as an adventure, unless you are the cause of things going wrong.

Then they'll blame you for a crappy ride.

Also, your limo has a self stocking mini-bar, a tv that always gets signal, and uninterrupted wifi as long as you're in a city. Well, it could be jammed, but only if someone was targeting your passengers specifically.

Bus

[100]

Half Price For Chauffeur



Well, it's big, it's designed to handle a lot of passengers, and you can pick who you work for and they can't fire you no matter what you do! Well, as long as it's a company / school district / city that uses busses. Your bus will conform on the outside to whatever standard the company / district / city uses, but you're free to customize the interior however you like. If you decide to apply someplace else, they have to hire you and can't fire you. If they don't assign you a route, you get to pick your own.

Cab Medallion

[200]

Half Price For Chauffeur

You now own an entire cab company of up to 120 vehicles in one city in every jump you go to from now on. Additional Medallions (either more cabs in one city or additional cities) can be purchased for half the price you paid for this. If you bought Bus or Limo, you can have a bussing company or a limo fleet instead. Fewer vehicles (40) but either higher end or many more passengers.

App Driven

[300]

Half Price For Chauffeur

You have your own personal ride-share app. It overrides all other such apps and routes all the best and most interesting clients to you. This is undetectable and the clients never notice. It also handles payment, which you get 100% of for any ride you handle yourself. You also get 20% of the fee anyone you allow to install your app gets... though they still get 100% of the fee. All funds handled by the app are untraceable. You can use your version of the App to track anyone who has the app installed on their smart device.

This app is so advanced it will run on clay tablets.



Tactical Assault Limo

[400]

Half Price For Chauffeur

Imagine Q from James Bond built a limo. An armor plated, rocket-proof, beast of a limo. With automated machine guns, a pop-up mini-gun, smoke screen, oil slick, zero to sixty in 3 seconds, nitro-boost, 1000 Horsepower, rocket launcher equipped limo. That gets thirty miles to the gallon in city driving. It also has a minifridge, excellent suspension, Four wheel drive, all wheel steering, unjammable satellite wifi / radio / phone, and leather seats so soft they'd make a baby's butt envious.

The ammo, mini-fridge, and nitro all restock every time you pull the car into a service station... and for free! Still have to pay for gas though.

The Tactical Assault Limo can be your Primary Vehicle if you're a Chauffeur or a Secondary Vehicle for a Traveler.

Traveler Items

Travelers may select an RV, Sport Utility or Luxury Sedan as their Primary Vehicle.

International Driver's License

[50]

Free For Traveler

This photo ID allows you to legally operate any personal motor vehicle anywhere in the world.

RV

[100]

Half Price For Traveler

All the comforts of home... but in a mobile form. This is a Recreational Vehicle. It can be as fancy or simple as you like. It could even be a mini-house. It comes with an optional vehicle hitch so you can pull a trailer behind it. While normally one of these things requires hookups for electricity, water, and waste, yours supplies all those on its own. It's also designed so that even if you try taking it under a bridge that's too short, it will shrink to fit... well, as long as it's not under three meters (about ten feet). It also has natural gas hookups for cooking, if you prefer that over electric, but you'll have to supply the propane.

Sport Utility

[100]

Half Price For Traveler

Ah yes, the all-terrain vehicle that almost no one uses for all-terrain purposes. Well, here it is. The roughest toughest SUV that ever Utilitied. Tough enough to make a Toyota Hilux look like tissue paper, you could drive into a forest in this thing and while you wouldn't smash through all the trees, any you didn't smash through would just stop you cold and maybe make you spill your beer. (Don't drink and drive.) This thing is as tough as an enraged bull rhino. Driving it at sixty mph right into a brick wall would, maybe, scratch the paint. It also has a snorkel for fording rivers if you're into that kind of thing. Also has the towing capacity of a Ford F-450. Will not tip over unintentionally.

Luxury Sedan

[100]

Half Price For Traveler

Ride in style. This is something like an M-5 or an Aston Martin or a Bentley or a Rolls-Royce Phantom. It's fucking deluxe and always in perfect condition.

The ride is like butter... country fresh, whipped butter.

That's it. It's an amazing car. Oh, and the thing is bullet proof and gets sixty miles to the gallon and the only exhaust is literal unicorn farts because why the hell not. And it's a Hybrid, so you can charge it to get 400 miles without gassing up, but it does take 8 hours to charge completely.



Travel Visa

[200]

Half Price For Traveler

You always have legal documentation allowing you to travel to anywhere civilians are allowed to travel. You're never on no-fly lists. You always have a passport. You always clear customs & security without having to wait in line.

First Class All The way

[300]

Half Price For Traveler

Well then... You now travel first class. All the time. Forever. For Free. Any hotel you show up at will give you the best accommodations they have. For free. Any airline will let you fly, first class, for free. Any cruise line. First Class. For free. Even if they have to bump someone else.

Vehicle Fleet

[400]

Half Price for Traveler

You gain a quartet of seadoos, a quartet of off road motorbikes, two ATVs, a 40 foot cigar boat, a 50 foot sailboat, a 20 foot motorboat, two two-seater personal choppers (one helicopter, one motorcycle) , a dune-buggy, a bulldozer, a forklift, a steam roller, a farm tractor, a steam shovel, a mobile construction crane, a personal ambulance, six go-karts, a rocket-bike, and one of those tiny two-seater roadsters. Each of them can be delivered to your current location fully fueled (assuming you can pay for the fuel) and in working order (assuming you have a good mechanic) on six hours notice... anywhere in the world. With twenty-four hours notice they can be prepositioned anywhere you like.

For the Traveller, this fleet all qualifies as Secondary Vehicles except the helicopter. The Traveller can also have their Primary Vehicle shipped anywhere in the world. This causes the Traveller to black out for 48 hours and to then wake up wherever they sent their Primary. No Distance is gained this way.



COMPANIONS

Passengers

[Free]

You may import as many companions as you like into this Gauntlet, but all superhuman abilities not native to the setting of the Gauntlet are sealed away and they may not bring any sources of funds in excess of 100,000 USD (c2020) per person, per year, nor any businesses, sources of fuel, or the like. Domiciles and personal vehicles are fine (within reason for the setting). Strictly upper middle class limits and only for their personal use. In exchange for these limitations, they gain 400 CP to spend on any perk they like. They may also have one free purchase of Iconic Ride at the 50 or 100 CP level, though obviously you won't be allowed to drive their vehicle (nor they yours) until after the Gauntlet has been concluded.

All Passengers get to keep their purchases even if you fail the Gauntlet.

Wacky Racers

[Free]

Any of your companions that also want to have a driving experience may sign up for their own Drive. They will also be subject to the Rules & Limitations of this Gauntlet, and may select any of the Drawbacks besides Dragula, Longer Drive, The Great Race, or Deathrace 2000. If you take Bumper to Bumper, Weather Channel, or Carmageddon, they also get the points for that, but cannot take them on their own. You cannot drive the Vehicles your Wacky Racer Companions purchase and they cannot drive yours, but both restrictions end once the Gauntlet has been completed. Wacky Racers get to keep their purchases only if they complete the Drive. Your failure or success has no effect on them.



DRAWBACKS

The only limit to how many drawbacks you can take is your own sanity

Gently Used Motors

[+100]

Your vehicles always look past their prime, with fading paint, aged upholstery, and the occasional squeak, bang, or squeal, regardless of how well you maintain it. This is entirely cosmetic unless combined with Handyman Special, in which case both are worth 50% more CP.

Scrapyard Special

[+200]

Replaces Gently Used Motors

Your vehicles always look as if they're made from a collection of parts you scavenged from a local junkyard. This is entirely cosmetic unless combined with Handyman Special, in which case both are worth twice as much CP.

Another Roadside Distraction

[+100]

Whenever you're travelling long distances (more than 150 miles in a day), you'll find you keep running into all manner of distractions along the side of the road, from accidents and stranded travellers, to rare atmospheric phenomenon, to migrating animals, to interesting looking restaurants, tourist traps, and natural wonders. You will constantly have to fight the pull of your desire to investigate, gawp, or help. Or not. Maybe it could be fun. What's an hour here, an hour there?

If you're a Racer, this won't trigger during races, but it will be much harder to resist and trigger practically all the time when you're driving for any other reason.

Breakdown Lane

[+100]

Whenever you do break down, get locked out of your car, or run out of gas, you have to wait for roadside assistance before you can get moving again, even if you could fix it yourself, and your roadside assistance professional is guaranteed to always have some combination of the following traits: They will be very late, they will be incompetent, they will be surly, they will have terrible personal hygiene, they will take a long time to get you to the shop, they will hit on you, and they will charge too much.

Cramps

[+100]

Sitting still for too long makes you all achy. You better get out and stretch regularly (every 90-120 minutes) or you're going to be sore all over.



Rolling Stop

[+100]

The people of this world tend to treat road rules more like guidelines, and the police don't seem to care - except when it's you.

Police Presence

[+100] or [+300 with Org Crime]

Have you heard the saying that there's never a cop around when you need one? Now there's a 50/50 chance there WILL be one around if you break the road rules.

Not anybody else, just you.

Buford T. Justice

[+100]

One particularly annoying Law Enforcement Officer keeps harassing you and is convinced you're breaking the law. Nothing you do will make him go away and you're not allowed to kill him. Saving his life might get him to ease up for a couple of months.



Plucky Star

[+100]

You feel the need for speed! You have a hard time resisting driving fast... especially when you see someone else speeding... super especially if they pass you while doing so.

Cannonball Run

[+100 per Race]

Incompatible with Speed Limit 50



Up to five times during your time here, you will be invited to participate in a coast to coast illegal street race across the United States from New York City's Red Ball Garage (or Darien, Connecticut) to the Portofino Hotel in Redondo Beach near Los Angeles, a distance of about 2,906 miles (4,677 km) or back. You are not allowed to refuse. You must at least finish the run in less than 36 hours (an average speed of 81 mph would be required). All Four Capstones (Right of Way, Puncture Proof, Ace Driver, and Extra Tank) are disabled for the duration of your runs. There will always be other competitors and law enforcement will know who is racing and what they're driving. Characters from the various

movies of the franchise will show up in various races. You must finish the race in the vehicle you started it in.

Roller Bag Blues

[+100]

Everything you own that isn't a home, furnishings for a home, your vehicles, parts for your vehicles, parts for your home or furnishings, or tools with which to repair and maintain said home, furnishings, or vehicles must fit into a mundane set of wheeled luggage consisting of 1 full sized suitcase, 1 carry-on suitcase, and a shoulder bag. Nothing inside these bags can be size shifted. This includes all cash, clothing, toiletries, personal electronics, marital aids, reading material, and food. Water supplies are exempt from this. Furnishings include appliances, cookware, dining ware, furniture, and linens. Any item that you leave at home that is not one of those things, or inside your luggage, will not be there when you return. Your luggage is fiat backed to be exactly where you want them to be whenever you want them to be there, and will always contain whatever you left in those bags when you last closed them, in exactly the same condition you left it in. The bags are self-repairing /self-cleaning and can withstand direct nuclear blasts without scuffing.

Once the Gauntlet is finished, you may keep the bags.

Go Faster!

[+100]

You have 4 years to complete The Drive. That's 164 miles a day on average. Worth an additional +50 with Pedal Powered or +200 with Fred's Big Feet.

Must Go Faster!

[+200]

Replaces Go Faster!

You have 3 years to Complete The Drive. That's 218 miles a day on average. Worth an additional +100 with Pedal Powered.



Not Fast Enough!

[+300]

Replaces Must Go Faster!

You have 2 years to complete The Drive. That's 327 miles a day on average.

Worth an additional +150 with Pedal Powered.

Are You There Yet?

[+400]

Replaces Not Fast Enough!

You have 1 year to complete The Drive. That's 654 miles a day on average.

Worth an additional +200 with Pedal Powered, but you really don't want to try it. This is pedalling at an average speed of 41 mph, for 16 hours a day.

They See Me Rollin' They Hatin'

[+200]

Law Enforcement treats you like you're an african american driving a sports car in LA in the 1980s. Guaranteed not to get you shot or beaten unless you actively provoke the LEOs, but they'll be looking for provocation.

Life on the Open Road

[+200]

You find it difficult to find food or accommodations that are more than one of these three things (cheap, good, fast). Good food will be slow and be expensive, getting a quick nap will be expensive and uncomfortable, etc. Even if you're not travelling between cities on a regular basis, your home cooked meals and housing will still face these problems.

Additionally, you'll always find it a hassle to take a shower. Either your home shower will break or your hotel won't have showers at least 50% of the time. The toilet paper will always be thin and rough.

Fixer-Upper

[+200/+250/+300]

Your vehicles all need twice as much routine maintenance to achieve the same reliability they normally would have.

When combined with Gently Used Motors this increases to three times and the value increases to +250 CP. With Scrapyard Special, it's four times as much and the value increases to +300CP.

Handyman Special

[+200]

Requires Fixer-Upper

You need to be personally involved in all maintenance. So sure, you can take it to a mechanic, but you will have to stay there and help the mechanic.

They'll not just allow you to help, they'll insist on it.

Closed For Maintenance

[+200 for you and all companions]

Your Warehouse (and all its contents) are unavailable to you and all your companions for the duration of this Gauntlet. Nothing not native to this world may be brought into this world through any method, except (of course) for memories.

This can be taken with Unlimited Lives Mode.

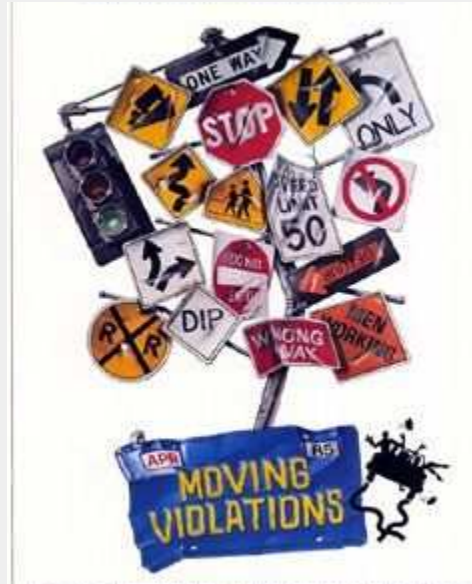
Speed Limit 50

[+200]

You can never exceed 50 miles per hour.

Well, technically you can, but if you do, local law enforcement (or dragons if there isn't any local law enforcement... giant, angry, lightning breathing dragons) will instantly appear and chase you. When / if they catch you, they will put you in the naughty Jumper/Driver box for several hours... and give you a large fine. Speed too often and, well... they'll take your car away and you'll fail the Gauntlet.

If you want to treat this Drawback as if the laws of physics actually stop you from moving faster than 50 mph, you can... but then it applies to all forms of movement (aside from celestial mechanics). Yes, this means your falling speed would cap out at 50mph and you'd never be able to fly in a plane (yes, normally you could fly in a plane if your Primary Vehicle was in the cargo hold of the plane).



Pedal Powered

[+200]

You must complete The Drive on an unpowered Bicycle.

You may not use superhuman speed or endurance.

For reference, in 1939, Tommy Godwin entered the Golden Book of Cycling as the greatest long-distance rider in the world. He rode 75,065 mi (120,805 km) in a year, averaging over 200 miles (320 km) per day. This record stood until 2016.

Comes free with five top of the line bicycles of your choice. This [Link](#) will show you just how many options there are. All five of these count as your Primary Vehicle and you don't have to worry about one of them being destroyed. If that happens, a replacement will be provided in exactly the same condition it was in before the terminal event.

You'll still have to do standard maintenance on your bikes.



Fred's Big Feet

[+400]

Replaces Pedal Powered

You must now complete The Drive by using something like a skateboard or a Flinstone's Car, with no superhuman speed or endurance. Why are you doing this to yourself? Oh, and you have to do it barefoot, just because.

Small Bladder

[+200]

You have to go pee at least once an hour while driving. If you don't, it hurts like heck and if you hold off for more than a minute, you're likely to pee your pants. Driving Ace does not help. If anyone finds out you're wearing diapers, it will be absolutely humiliating.

Limited Differential

[+200-400]

That's a car term. Dunno what it means, but I know that much. I also know that, for the duration, the distance you can get from your Primary Vehicle is reduced to 25m (For 200) or 10m (For 400) from your Primary Vehicle. This does override Relaxed Rules, but a Traveller can still use Secondary Vehicles as long as they don't move too far from the Secondary.

A Drive Down Memory Lane

[+200 or +300]

Oh dear. It seems as if you've lost your memories. Wherever could they have gone? Well, good news bad news. While you have no idea where your memories are, you'll have plenty of time to recover them. Every 0.01% of The Drive you complete, 0.01% of your memories will be restored to you. For 200 CP, your memories will start at the beginning of your existence and unspool naturally. For 400 CP, the process will be completely random.

Dragula

[+200]

Dead, he is the one, exterminating son, slipping through the trees, strangling the breeze. Death, he is the sky, watchings angels cry, while they slowly turn, conquering the worm.

A lunatic with bone white skin and black hair in dreadlocks keeps showing up to race you in a tricked out gothic horror dragster. Thunderously loud music always plays when this happens, and the world turns psychedelic and strange, with the landscape twisting and turning as you race this figure through the ditches while all around you visions of witches burning as they dance to the pounding music, looking very much like they're enjoying the flames. It will all be terribly disturbing, but the race-course is actually very safe and mostly straight.

You can't refuse the race, and if you win, you'll find you've arrived at your destination no matter how far away it was (He doesn't appear if you're already in a race). If you lose, you'll find yourself transported to the middle of nowhere on an abandoned and dusty road. The actual distance of the race is always 3.48 miles, which is the distance you'll gain for racing him.

He shows up at least once every Full moon, and on halloween.

If, at the end of the Gauntlet, you have defeated him more often than he's defeated you, Rob Zombie will join you with Dragula (his roadster). He can summon his band at will to perform.



Bumper to Bumper

[+100 For Traveller & Racer]

[+250 For Deliverator & Chauffeur]

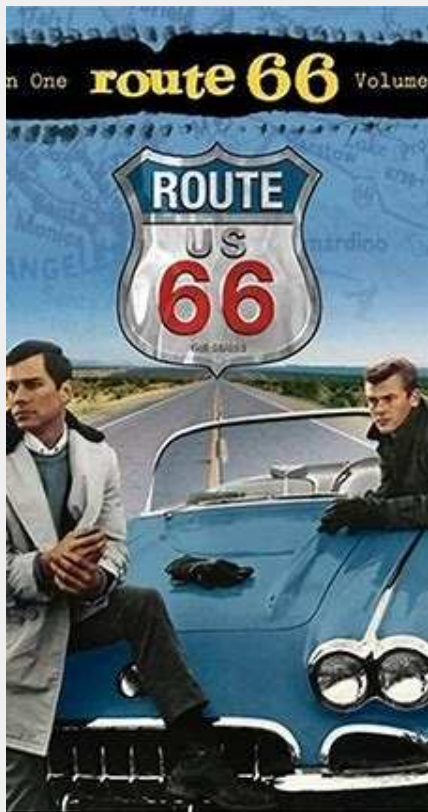
Traffic is always "rush hour" heavy for whatever road you're on, no matter where you are. It's like you've slipped into a twilight zone dimension or something. You might want to avoid inner city roads. Even with Right of Way, this is going to be a giant pain. Even emergency vehicles can get slowed to a crawl by gridlock.

Weather Channel

[+100 For Deliverator & Chauffeur]

[+250 For Traveller & Racer]

Good news, they fixed climate change! Bad news, they also "fixed" the weather to accomplish this - for the next five years it's now rather chaotic and can change quickly and unpredictably. You could potentially experience a dozen different types of weather between sunrise and sunset, which can make driving quite the adventure. It's almost as if someone was rolling on the Pathfinder random weather tables except it's all in hours instead of days. If you shorten the gauntlet, the weather will get more intense.



Longer Drive: Sunny Day

[+200]

Once you complete The Drive, you unlock a Longer Drive with a new time limit. You must drive a total of 93.102 million miles. If you drive 255 miles a day, every day... this will take you a thousand years, which is how long you've got. While you're doing this, you won't age, as long as you drive 1000 miles every week. Each time you miss this threshold you will age one full year and a new week will begin being tracked. Better hope civilization doesn't collapse.

Worth an additional +200 with Pedal Powered.

Time limit doubled with Fred's Big Feet.

Longer Drive: Neptune Ho!

[+400]

Replaces Sunny Day

You now have 20,000 years to drive a total of 2.7807 billion miles. This will take you driving an average of 382 miles a day. Otherwise, this functions the same as Sunny Day, except you now have to drive at least 100,000 miles a year or you'll age one year, rather than 1000 a week.

Civilization will almost certainly collapse a couple of times in this period of time. If, through no fault of your own, it becomes impossible to drive due to climate collapse or civilization's collapse, you will be transported back to your starting point and allowed to repeat the Gauntlet with your total drive distance intact (New Gauntlet Plus!). You can't change your purchases while in NGP mode.

Worth an additional +400 with Pedal Powered.

Time limit tripled with Fred's Big Feet.

Longer Drive: Proxima or Bust

[+800]

Replaces Neptune Ho!

Why, oh, why, would you take this?! you must drive a total of 4.246 light years (a light year is 5.879×10^{12} miles... yes, that's 24.962 Trillion Miles). At 456 miles per day, it will take 150 million years to drive that far. And that's what you've got.

You will loop automatically each time you reach the century mark and you'll age 1 year each time you've failed to drive 15,000,000 miles in that century.

Loops / New Gauntlet Plus Plus Mode doesn't restart The Drive but you can select a new starting location each time...

yes, including new selections for In Another World With My Vehicle. All purchases from any previous IAWWMVs are locked out as if it was a separate

jump.

Worth an additional +600 with Pedal Powered.

Time limit quadrupled with Fred's Big Feet.



Grand Theft Auto

[+300]

People keep trying to carjack you!

Jackers can drive your Primary Vehicle.

This cannot be gamed by having a friend carjack you.

If your Primary Vehicle is carjacked successfully, and the jacker kicks you out of your Vehicle, your teleport back to the driver's seat will not trigger until the jacker leaves the driver's seat. Meanwhile, you'll be stuck within an area 100m (1000m with Relaxed Rules) from the location you were tossed

out of your car. If you were driving a Secondary Vehicle, you will be immediately teleported back to the driver's seat of your Primary upon being kicked out of the Secondary Vehicle.



Turbo Killer

[+300]

For the entire duration of this Gauntlet, you will have dreams that seem like they were directed by Seth Ickerman (A psychedelic technoir director who likes synthwave music and apocalypse-punk neon color schemes) featuring nigh impossible driving scenarios (like ramping off a shattered roadway onto a cross-shaped spaceship as it slowly tilts further and further back while being chased by witch-hunters driving lamborghinis). The dreams will grow more and more detailed and the drives harder and harder, forcing the sleeping you to adjust and sharpen your skills. If you succeed at the dream challenges, you'll wake refreshed and revved up for the entire day. If you fail, you'll feel as if you tossed and turned all night.

Red Card Green Card

[+300]

Imagine there's a deck of cards. It contains 18 red cards and 20 green cards.

All the Green cards say Go. 6 of the red cards say Stop. 4 of them say Accident. 4 of them say Flat Tire. 4 of them say Out of Gas. Each day, you will draw a card from that deck. If it's green, nothing happens. If it's red, sometime in the next week you will suffer that fate unless you have the capstone that blocks it. Stop means you will get pulled over the police and held for anywhere from two to eight hours (cancelled by Right of Way). Accident means you will crash your vehicle but that it will be repairable with a day's work (cancelled by Driving Ace). Flat Tire means you will have a flat tire. Hopefully you're not in the middle of a delivery or a race. (cancelled by Puncture Proof). And of course, Out of Gas means you'll run out of gas (cancelled by Extra Tank). You cannot take this if you have all four capstones, obviously.

The Great Race

[+300]

Once, during your time here, you will be required to participate in a land-race around the world. It will start in New York and end in Paris. All the competitors will be driving custom built vehicles designed to handle everything from desert sands to arctic tundra. One of the racers will be a shining white knight sort of Fellow named "The Magnificent Leslie" and another will be a conniving cheat named "Professor Fate". You must ensure that both of these two and their companions (A plucky female reporter named Maggie and a gruff adventurer named Hezekiah for Leslie and an endearing and hapless assistant named Max for the Professor) finish the race, despite all the rivalry between them and the fact that the two attract trouble like they were the stars in a slapstick comedy. Oh, and you have to finish the race too. Regardless of what



you're driving, you can't finish better than third, but you can fail the Gauntlet if you don't finish at all or if Leslie or Fate fail to cross the finish line or any companion dies. If you succeed at this, you may invite either or both teams to accompany you and you get a copy of the film version of The Great Race with you in it.

Rocket Man

[+300]

You ran over Max Rockatansky's daughter's bunny. He will attempt to destroy you and everything you care about. He never stays dead for long.
Drive. Fast.



Org Crime

[+400]

You sideline as a getaway driver / transporter. For reasons entirely at your discretion, you must accept any reasonable job the organization offers you. You can turn down specific jobs if you have a good reason. "It's a crime!" or "It's Dangerous" is not a

good reason. "I don't steal from orphans." or "I don't transport sex slaves." are good reasons. If you get caught, you're going to jail... they usually don't let prisoners drive. If the organization you work for is destroyed or dismantled, another will rise in its place.



Mille Bornes

[+400]

You must drive 700 miles every day. Not an average of. You must drive at least that far every day. Failure to do so even once for any reason fails the Gauntlet.



Mille Bornes Extension

[+200 More]

Bumps Mille Bornes to at least 1000 miles every day.

Saints Row

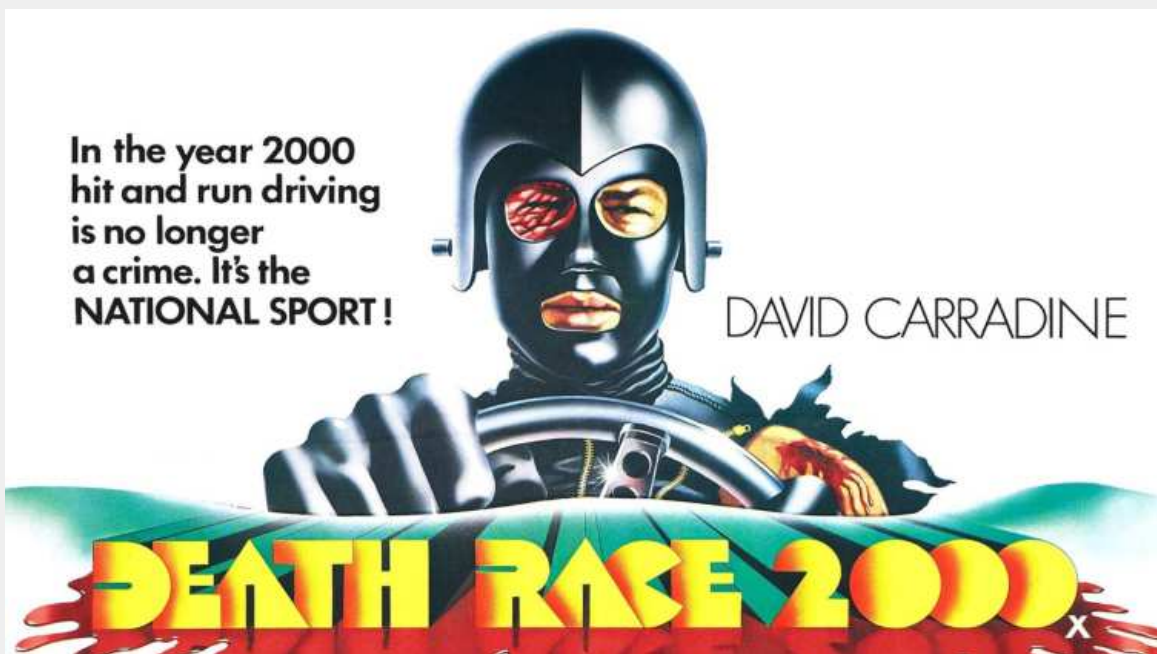
[+400]

You know all that bit about Primary Vehicles and having your own personal vehicle? Well... that's not the case any more. You must steal any car you want to drive. You may not gain money through any legal method. You'll have to commit criminal acts all the time. You may keep up to 24 stolen vehicles in your safehouses, and you may declare any building you control (you're not allowed to legally own anything either) a safehouse as long as it has at least one completely enclosed garage. Law enforcement can and will raid your safehouses if they discover where they are. You are always a wanted criminal. Any stolen vehicle that is not parked in your safehouses' garages will disappear if you get more than 100m from it (1000m with Relaxed Rules). It will not be returned to its original owner, but rather appear at the nearest police station, along with anything inside it. You do not teleport back to the driver's seat of any vehicle.

DEATH RACE 2000

[+500]

You have been entered as a contestant in the 20th Annual Transcontinental Road Race, where a group of drivers race across the country in high-powered cars and kill as many innocent pedestrians as they can for bonus points. There are five other drivers: Frankenstein, the mysterious black-garbed champion and national hero; Machine Gun Joe Viterbo, a Chicago tough guy gangster; Calamity Jane, a cowgirl; Matilda the Hun, a Neo-Nazi; and Nero the Hero, a Roman gladiator. And you. You have to survive long enough to complete the race. You probably don't want to win, but you must at least keep up with Frankenstein well enough to challenge him on the last day. Although Frankenstein is mostly a decent enough person, he and the other racers will not hesitate to kill you... and there are anti-race revolutionaries who will want you dead as well. If Frankenstein is killed, he will be replaced in ten minutes with an identical clone. If his car is totalled, it too will be replaced within ten minutes. The race will take place as a final challenge of your Drive. If you want to companion Frankenstein or his girlfriend, feel free.



Music By Stephen King

[+600]

There's a ghost that wants you dead. It haunts classic cars. It cannot be reasoned with or banished.

The Stars Will Scream

[+800]

Must have taken Robot In Disguise.
The Decepticons are hunting your car. All of them.



Carmageddon

[+1000]

The world you have entered is one where driving offensively... very very offensively, isn't just allowed, it's a survival skill. Everyone else on the road might attack you at any time for any reason, with guns, bombs, rockets, or prow mounted chainsaws.



END GAME

You can't stay here, and let's be honest, you're not going home, so it's time to move on. The Gauntlet has two mutually exclusive prizes and the Showroom, Showstopper, and Showoff which everyone gets. You can either take the Car Enthusiast Prize or the Simplicity Prize.

Car Enthusiast Prize

If you successfully completed the Gauntlet, all your vehicles could be self fueling and self-maintaining... but let's face it, if you're an avid driver, you probably don't actually want that. Pick this prize and your vehicles will just keep themselves clean and repair all wear damage, but you'll still have to do maintenance and fuel them and replace the tires and do stuff that people who like cars like doing. You'll have to polish them and change the plugs and oil and drive them from time to time.

All your vehicles (not just the ones you got here, and not just the ones you already have) become fiat backed as if you'd bought them here, gain a new alt-form every jump to something of the same general purpose in the current jump, and always have all their documentation etc. Taking this prize strips all self-repairing, self-maintaining, self-fueling from any fiat backed car you have or will buy.

All fiat backed vehicles respawn if destroyed within 24 hours.

If lost or stolen but not destroyed or dismantled, the vehicle will respawn at the end of the jump or a decade, whichever comes first.



Simplicity Prize

Some people just want their cars to work. Take this and all motor vehicles you buy, be it with cash or CP, will be guaranteed to always work, always fuel themselves, and always repair themselves within 24 hours. You'll have to handle supplying documentation and jump appropriate forms.

The Showroom

Additionally, you'll gain a vehicle storage solution for longterm display and storage that guarantees any vehicle placed into it will be in exactly the same condition when you take it out that it was when you put it in. You get this regardless of which option you selected above. The Showroom is modular, meaning you can add sections of it to any property you own and it will apply its bonus to any garage any of your properties has if you want it to.

The Showstopper

You can instantly summon your primary vehicle to you or teleport to its driver's seat. Your Primary Vehicle can be merged with up to two other vehicles you owned before this Gauntlet began and can always be imported into any new vehicle you purchase in future jumps.



The Showoff

You can, with a snap of your fingers, open a gateway to the moon of the planet you are on. You have to be in a motor vehicle for this to work. Any motor vehicle you're inside of will work just fine while it's on the moon (even if it's a boat) and the interior of the vehicle (even if it is a convertible or an open cigarboat) will remain pressurized, as will an area of 1000 meters around the vehicle. At the snap of your fingers, you can open a return gateway to the planet's surface. The atmospheres of the two celestial bodies will not mix through the open gateway.

The Showoff II: Sunny Day

If you completed the Longer Drive: Sunny Day, you can also open a similar gateway to the surface of the star the planet you're on is orbiting. Your vehicle will not be instantly vaporized and you will not be blinded or irradiated by the star's heat nor crushed by its gravity as long as you remain within 1000 meters of the vehicle (this applies to anyone who came through the gate with you). The barrier will be clearly marked. It will be like a pleasantly warm day, so have a picnic or something.

The Showoff III: Neptune Ho!

If you completed the Longer Drive: Neptune Ho! you can not only make a similar gateway to any planet in your current star system, you can choose to keep driving straight while the planet surface you're on falls away from you, thus allowing you to drive into space. Your vehicle will work just fine in space and have no trouble making planetfall again (you can have it do that cool burning reentry thing or just drive in like a sane space-cowboy).

Your vehicle can also drive through the atmosphere of gas giants and stars just fine. Oddly, you will find gas stations in outer space and your GPS will work fine as long as you don't try to leave the star system.

In space, you can expect to be able to drive about a million miles an hour and your vehicle will still behave as if it's on blacktop (or a relatively smooth sea if it's a watercraft).



The Showoff IV: Proxima or Bust

Oh my god. You actually did this? You're a fucking madman, you know that?

Even and especially if you're not a man. Well, I guess you need some outrageous prize. So here you go. Any vehicle you are driving can move arbitrarily fast, limited only by its current frame of reference. On a planet's surface, that's limited to about mach three, but in a solar system's space, you can expect to be able to drive about 100,000,000 miles per hour. In interstellar space, about a hundred lightyears per hour. In intergalactic space? You could make the trip from the Milky Way to Andromeda in about ten hours. Somehow, you'll find the drive to be something like a Carpenter Brut [music video](#) or an action driving game (such as Mario-Kart or F-Zero Racing) more than driving through an inky void.

The Bike of Glory!

Did you complete the Drive in Pedal Power Mode?

You are amazing.

You can now spontaneously summon any pedal powered cycle you own to you from anywhere, and get twice as much torque as you should from any amount of pedalling. Also, your bikes are now guaranteed to be able to put up with any amount of strength you put into them.

If you completed the Drive in less than 5 years, whether you took the drawbacks or not, your pedalling efficiency increases by one for every year you shaved off. So 4 years would be thrice as effective, 3 years would be four times as effective, and 1 year would be seven times as effective.

If you completed the Longer Drive: Sunny Day Pedal Powered you get that bonus, plus your pedalling efficiency is multiplied by ten.

Neptune Ho! would multiply it by one thousand. And Proxima or Bust would multiply it by ten million.



Flaming Feet

Did you complete this Gauntlet on foot?

Are you insane?

Well, Now all the bonuses from Bike of Glory apply to your running speed I guess. Also, your feet can be surrounded by your choice of custom aura whenever you're running... but to get any of those bonuses, you have to be barefoot.

NOTES

For Long Haul in this Gauntlet, a Good Night's Sleep is at least 7 hours for a healthy adult. Once this Gauntlet is finished, Long Haul can combine with perks that shorten what a Good Night's Sleep is for you.

For Longer Drives: Your Vehicle will not wear out from the passage of time as long as you keep it maintained. As the vehicles move into the future, more advanced tech will be possible, but two rules apply. First, when you loop, your vehicle resets to its original condition. Second, you can never improve a non-Hypercar to be able to drive more than 400 MPH. Hypercars & Hyperbikes top out at 600 and 700 MPH respectively.

If you are arrested by Law Enforcement, you only teleport back to your driver's seat when released or when you want to. We don't need you being shot for teleporting away from the cops.

A piece of advice: If your vehicle does breakdown for some preventable reason, you don't have to get it back to 100% within two days. You just have to get it so it can drive a mile. That will hold off the failure state long enough to complete more complicated repairs.

Remember, as long as an out of context perk, power, or item doesn't violate a drawback or the Limitations, you are free to keep it. So keep your medbay, bottomless backpack, and ability to withstand arctic cold wearing only a bikini. Keep your perfect memory and psionic powers. Just don't try to use them to interfere with the Gauntlet's task.

If you sign up for Longer Drive, your companions get their anti-boredom perks back the moment you complete The Drive.

No Fault Clause

When we say "Circumstances Beyond Your Control" we specifically mean anything you were unable to avoid that simple planning, maintenance, or good behaviour wouldn't have gotten you out of. For instance, if you get Food poisoning at a restaurant, it doesn't matter that you picked the restaurant unless a little bit of research would show you that it has a D grade from the Health Department and checking Yelp would show you that it has one star. If you get t-boned at an intersection where you had right of way and no reason to suspect someone was going to run the light and crash into you? You're covered.

Where you're not covered is if you take unacceptable risks, do stupid things, or just don't take sensible precautions.

Passengers

Your companions who import via Passenger cannot use their Funds or homes to assist you except in so far as they can pay you a reasonable amount of money for rides and automotive maintenance.

If you deliberately bomb the Gauntlet, your Passengers will lose their Purchases. Again, don't be a jerk.

Teleporting

While people will consider it extremely odd that you keep teleporting back to the driver's seat of your car, they won't consider it particularly remarkable. Sort of like how someone might be double jointed. It's very odd, but it's not going to make you an object of scientific inquiry or conspiracy theories nor get you burned at the stake... unless you took that Drawback or you start rubbing it in people's faces. Force people to take notice, and they will and things might get unpleasant.

Warnings

Warnings come in two varieties. Minor Warnings are free, they don't ding you. They're just "Hey, that's not allowed." Major Warnings are the ones that'll make you fail and are when you're clearly crossing the line and should know better. You only get 2 Major Warnings.

CHANGE LOG

Version 1.0

Document Created

Version 1.1

Added "All in the Manual", "Water Tight", "Auto Body Experience", & "Parts & Services" General Perks.

Added notes about Law Enforcement & Out of Jump Perks/Items

Modified "Dragula" to mention that the race course isn't dangerous

Added a Companion Section

Added the Drawbacks "Music By Stephen King" and "Limited Differential".

Clarified "Cramps" to give a time frame.

Version 1.2

Added the Drawbacks "Gently Used Motors", "Scrapyard Special", "Another Roadside Distraction", "Life on the Open Road", "Breakdown Lane", "Fixer-Upper", and "Handyman Special"

Bumped "They See Me Rollin' They Hatin'" to +200

Added Merge Vehicle feature to The Showstopper

Added Sporting Activities to Relaxed Rules

Added an Employment option to Traveller

Clarified that the Fuel Card can only be used for fuel, but that it can buy any kind of fuel.

Fixed some typos and tweaked some text.

Version 1.3

Added the Drawbacks "Roller Bag Blues", "Closed For Maintenance", and "A Drive Down Memory Lane".

Added "Unlimited Lives Mode"

Clarified that the Fuel Card is credit, but must be paid off in full at the end of each month.

Fixed some misspellings

Travellers can now use their Fleet to reposition their Primary.

Clarified that Warnings are only for cheating, not honest mistakes.

Simplified the sports exemption in Relaxed Rules.