

Pacific Drive

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Ver 1.5

Welcome to the Olympic Exclusion Zone, home of a few trapped people, giant rolling clouds of instability that alter the landscape it passes over, and now You.

Here, have this 0 **Stable Energy** to get started.

Origin:

Drop in: more like “ripped inside through a tear in reality” you arrive in the outer boundary of the outer zone minus one Delivery van and about to be minus one existence if you don't get moving cause your not sure what red cloud of death sweeping across the distant landscape will do to you, but it probably aint good.

And that's it, who you were before is largely irrelevant, so take some freebies otherwise this will be a very short gauntlet.

Oh and forgot to mention: you're replacing The Driver from canon.

Freebies:

Item: The Remnant (Companion Restricted): canonically this is a 1950's station wagon. The seatbelts in it protect you better than the seatbelt+airbag+crumple zone combo modern cars use, and as long as the doors are closed and the panels are in decent condition the car takes all damage in place of anyone/everyone inside it. post jump it can be imported into ANY vehicle option (and upon leaving this jump you can import any two vehicles you already own into the remnant) to give it alt forms based on those vehicles, regardless of form it will always have visual traits of its station wagon form, so a starfighter will basically look like a flying station wagon with photon cannons strapped to the front side panels, this is purely cosmetic and it will be no less or more effective then it would otherwise be aside from the “is that a flying station wagon?” responses people will undoubtedly have. If no vehicle option exists in a given jump you can pay 400 undiscounted CP in that jump to import any vehicle you own into the remnant. When importing a vehicle significantly larger than the remnant the control section is the part that resembles a station wagon, so if you Import the cosmic motorhome into the remnant you basically end up with the front half of a station wagon on a lift kit with a motorhome welded where the back end goes, if you import something truly massive like a moon-sized spaceship then this cosmetic effect goes away. The amount of side and roof racks available is dependent on its form, and if it shifts to a smaller form the back most racks are suppressed from back to front until the remaining racks fit, and stay suppressed until it resumes a larger form.

The remnants bond to you works in mysterious ways, up to 5 times in this gauntlet (twice per jump/10 years post jump) when you are killed you emerge from a portal at the garage as if you had used the ARC Device, though most of the stuff on your person and in the car will be gone and the car itself will be heavily damaged, this does not trigger if there is a working lazarus device on the car unless something prevents the lazarus device from going off.

This vehicle will lose all negative effects of being a remnant post jump.

When brought into gauntlets the remnant returns to its station wagon form and any upgrades you made to it are suppressed for the duration unless those upgrades are from the pacific drive tech tree, or have a pacific drive equivalent, so hot wheels acceleracers nitrox 2 or nitrox 3.5 becomes the nitro boost from pacific drive, an energy shield would probably become a Lim shield. If no equivalent is available, say for strapping a minigun turret to the roof (unless you have "**Mad Max**" down below, in which case the weapons scale back to what this perk does here)

Item: Mechanic's Eye Headset: You find this one in the garage hanging next to the route planner, putting it on binds it to your head for the duration of the gauntlet, not to worry, it's comfortable and highly useful. When wearing this headset you find a heads up display projected onto your field of vision displaying a user interface detailing how close you are to death on a scale of 100 (perfect health functionally speaking) to 0 (dead as a doornail). But wait there's more! It also displays the local radiation levels and the indicator changes colour to indicate how dangerous it is, white is safe (well, as safe as radiation can be), yellow is dangerous, red is lethal in under a minute. It also displays a bar showing the general integrity of any object you look at that can be scrapped for parts and/or is a vehicle part you can use. It also displays any conditions a part may have as a neat little symbol, don't worry, it has a built-in glossary that outlines what each symbol means. you'll find this headset to prove useful for scanning any anomalies and learning how they work. And lastly it's completely indestructible. Like the ARC Device below you can build more of these post jump, but the ones you build are not indestructible.

Item: ARC Device (companion restricted): so the car gets you into the junctions, and you can even get back out with the right technology. This is that technology. The ARC Device takes up the front passenger seat, and is PERMANENTLY fused to it for the duration of this gauntlet. The ARC Device is several things in one:

- It tracks the storm and alerts you with an alarm noise so loud and shrill that if you're deaf you'll feel the sound.

- It displays a map of the local area including your location in real time and any structures, including stability anchors.
- It converts stability anchors into kLim which you use to...
- It opens portals back to the garage (or a programmed destination post jump)
- It tracks anomalous weather systems (and normal ones post jump).
- It can jumpstart the car in the absence of battery power.
- And it attaches readouts to the dashboard of the vehicle it's installed in that displays the general condition of each part, as well as a radiation scanner.

You find one in the garage and post jump gain the capacity and knowledge to build more. Post jump you get a converter that lets you turn any energy source into Lim to charge the portal function, using the portal function in the exclusion zone will collapse local stability but post jump it won't, you still need to be a minimum distance away from the portal location though. In this jump it draws power from the Remnants alternator, preventing it from charging the car battery, post jump it has its own power supply allowing the alternator to charge the batteries. In gauntlets the portals can only take you back to the garage.

--- Slimmed down ARC Device (received post jump): take the functionality of the ARC Device, then instead of building it in a garage with a crate of metal scrap you build it in a good workshop with actually good materials. This does everything the normal ARC Device can do with significantly less space taken up, this mounts over the where the passenger side airbag would go if the remnant had airbags and its basically a socket for stability anchors or the generic energy to Lim converter, the map and any function tied to it is accessed through a holographic interface projected from just behind the shifter and can be flipped to let the person in the front passenger seat use it, or projected into the backseat area so they can use it. Post jump this replaces the regular ARC Device in the Remnant and while it CAN be uninstalled, there's no reason to, unless you wish to install airbags for some reason I guess, like the regular ARC Device you can build more of these post jump.

Perk: The Driver: you can drive, almost like it's your day job or something. You never fall asleep at the wheel no matter how tired you are, you have the reflexes to react to sudden mundane hazards almost perfectly, and you have an instinctive understanding of your cars limits in terms of handling, you won't slide or kick up on two wheels, much less flip, unless you want to or make a mistake (in judgement) like hitting a ramp the wrong way. Baring outside circumstances of course.

Perk: mechanic: most people can change a tire if given enough time provided they are strong enough to lift the tire (they're surprisingly heavy). You can replace the tires, doors, body panels, headlights, bumpers, and patch the hole in the windshield, AND fix that problem where turning on the radio activates a nitrous system that doesn't actually exist. And you can do it all with some hand tools, minor maintenance gear, and about 1 minute per part. This perk also allows you to make new panels,

doors, lights, engines, wheels, and bumpers at a workstation in around 5 minutes per part. Additionally any parts fit any relevant slot, any door will fit either side, or take the spot of the trunk hatch, somehow. Being a perk this works on any vehicle but scales with size, a car panel may take 5 minutes to make and 1 minute to install but a vehicle 60 times larger than a car will take 60 times longer (unless you have other perks, or it somehow scales so high that you can do it faster unaided) at 60 times that's 300 minutes to make, and 60 minutes to install.

You can choose not to use this effect at will and if you can go faster without it then that's how fast it goes, and for speedsters the times are from your personal perspective rather than the outside world.

Perk: Remnant Immunity: you are immune to remnants, you can still bind to them and use them, but any drawbacks from doing such just... don't. Post jump this also applies to any similar things, like cursed magic items or certain SCP's, the only requirement is that the drawbacks come from an item and you have to bind to it or otherwise attune yourself to it, like a d&d magic item.

Property: Oppy's Garage (companion restricted): and the surrounding square mile or so. located in a permanent pocket of stability, which you will find shortly after finding your car. This place is stable to the point where you may sometimes wonder if it's even in the exclusion zone, this is where your exit portals lead for the duration of the gauntlet, it has a induction charger that somehow charges batteries that predate induction charging and momentarily trips every breaker at once in the process. but it charges the batteries of any single vehicle sitting on the pad from zero to yes in under 2 seconds without any damage or degradation. After which it will take 5 minutes to fully recharge. It also includes a route planner for your trips into the zone, a workbench, a track behind the building, a fabrication station, a vacuum that sucks up any loose objects up to the size of a storage trunk within 100 metres of the building through anomalous means, a wreck, radio and computer outside that come back no matter how much you scrap them after each trip into the zone, and a friendly dumpster that, 3 times per trip into the zone, literally dispenses random loot appropriate for one level behind what your capable of making, to a minimum of crude car parts and basic loot.

Post jump the route planner reveals shortcuts both mundane and supernatural and can attune to alternate dimensions that you have the capability to access, the boundary you exit through can open portals into said dimensions too.

The friendly dumpster instead dispenses a random amount of loot 9 times each day, 3 times are for loot from previous jumps, the next 3 are materials unique to the olympic exclusion zone, and the last 3 are materials that scale to your current level of tech, so if you're making clarke tech that's the level of loot you can expect.

The lockers that come with the garage are also replaced with Bins of Holding, like bags of holding but bin shaped, and vastly larger on the inside, they won't explode if you put a bag of holding inside it, the boundary just throws off sparks and forcefully

rejects it with equal force to what your using to put it in there.

In gauntlets the garage is located somewhere inside the main 'plot area' but not in direct danger if there is a plot area and you spawn near it unless the gauntlet says otherwise.

If you buy "The Olympic Exclusion Zone" below then post Jump the garage and surrounding land is part of the exclusion zone, retains its perpetual stability in spite of what you may choose to do with the instability storms, and the route planner can still plot a course into the zone like normal, otherwise everything behaves as it does in the post jump section.

Freebie End

Perks:

“I’m given’ er’ but I’m not gonna make it!” (100SE): is something you probably won't be saying too much, this perk is divided into two parts:

1. In future Jumps as long as you are moving away from some sorta hazard that will maim or kill you (or someone you're transporting, or mess up your ride) you'll always outrun it as long as you're moving as fast as you can, though at the end it's practically riding your bumper.
2. In this Gauntlet (and future gauntlets, see Rewards) the storm/other deadly hazard your fleeing will move anywhere from 25-75% slower depending on how fast it was to begin with, slowing down enough that if you're given' er' you'll make it, maybe not unscathed, maybe not too far from death's door, but you'll be alive. Unless even a 75% reduction in speed wouldn't save you, in which case... well their called DEAD ends for a reason.

This perk only applies to hazards, living plants and animals are unaffected by this perk.

Master Mechanic (100SE, replaces mechanic): this perk is everything Mechanic is, but instead of the times measured in minutes it's seconds, swap parts in seconds, fix holes in seconds, build parts in seconds, the works. If you blow a tire outrunning the storm you'll spend more time getting outta your car and grabbing the spare then you will taking the bad wheel off and putting the spare on. Basically you can craft and install things as fast as in the game.

Loot Lord (100SE): you can never have enough loot, until you literally can't carry any more of it, thankfully for you can now make bags of holding by simply wearing a storage item like a backpack, or by installing it in a vehicle, the bags/boxes retain their enchantment for up to an hour after you remove/uninstall the item, after which they vomit out their contents like a friendly dumpster. If you equip/install something that's already like a bag of holding it's unaffected by this perk. Attempting to put one inside another will dispel the enchantment on both instantly.

The Best (200SE): you may have lived in a Hot Wheels show, movie, or game in a previous life, because these driving skills are just... wow. Hazards sprouting outta the road mere feet ahead of you, getting launched into the air, lightning raining down around you, sudden change in traction, nothing phases you and you can react perfectly, your vehicle still needs to be somewhat capable of performing the manoeuvres, but now there's generally only two things that can stop you: Impassable obstacles, and your wheels or engine physically ceasing to function. Oh and death obviously.

Storm Riding Time! (200SE): any vehicle you drive will be 50% more resilient to environmental damage, in practical terms this means the Red storm isn't as

dangerous as long as your doors are closed and your car isn't already too beat up to protect you.

Post jump this does apply to any environmental hazard, but in here it only applies to the yellow and red storms.

Quirk Doctor (200SE): You can not only diagnose and fix quirks, you can engineer them into your car (or any vehicle post jump), harmless ones, like turning on the wipers and activating the radio, are fairly easy. Beneficial ones, like turning on the headlights propels the car forward as if a booster was activated, are much harder. As are negative ones, like whenever the car is on the battery drains quickly.

What Remains (400SE): Of course quirks are the kiddy pool of supernatural engineering. You can make Remnants, Remnants are old, cast off things that draw a person or multiple people to them, and they latch onto the person(s) almost like a psychic parasite, the victim, because that's what they are now, will slowly start to obsess over it, innocently enough at first until they need mental help, and eventually they run off into the zone with it to never be seen again, presumably they die, those instability storms care little for anything after all.

Of course there is a benefit, Remnants are supernatural objects, a paint can that can produce any colour in existence and whatever it paints becomes an anomaly somewhere in the zone, a tea kettle that poured tea with strange properties, a broken microwave that will freeze food instead of warming it. These are just some examples, you, in particular, can make more powerful remnants, scaling to your capabilities, the effects are somewhat random though relate to the objects form, a remnant made from a gun will fire something, it might be a laser that freezes, it might be ducks that have a million knockback, it might just go "BANG" and whatever is in front of it is removed from existence, or it might simply fire ANY bullet you try to load into it. If a remnant has a limited usability, say a paint can with limited paint, the 'breaking point' in its victim will be when it runs out, for remnants with unlimited usability, say a car that protects those inside as long as its maintained, the 'breaking point' is completely arbitrary but adjusted by the mental fortitude of the victim.

The remnants you make don't have any negative effects psychologically on anyone, unless you wish them to at the moment of creation. If they do then when the victim 'Runs off into the zone' with it they will wander through a portal into "**The Olympic Exclusion Zone**" should you Buy it below, otherwise they simply disappear, never to be seen again. Exceptionally powerful beings (Relative to you) can resist the call of a remnant.

Mad Max (400SE): You need more armour but you don't know where to put it? Just attach it to the existing armour, somehow this doesn't make your car any heavier in spite of the extra weight, maybe it has something to do with the fact that we left reality at the 300 metre wall. This also lets you build actual weapons, both mounted

and handheld, that scale to your current capabilities (or as high as you wish up to a cap of your current capabilities) but at a minimum they are as strong as 50.cal machine guns, but these weapons can fire supernatural suppressing rounds, or in other words if your tired of pickpockets stealing your doors you can just shoot them and they fall outta the sky. This works on anything supernatural or anomalous, so you should probably take care not to shoot a stability Anchor, it will make a pretty big bang. this won't affect the terrain in this jump, and it won't affect the storms any as they are simply too large. Post jump this works on anything the bullets can hit as long as you can create effects near or above that scale yourself.

Storm Chaser (400SE): sometimes during the red storms approach these giant loot crates fall out of the sky, this perk makes them show up on your HUD (or you can see the outline of the crate if you don't have a HUD) but this also lets these loot crates spawn during future storms and hazards that are at least moderately dangerous to you. And the contents of these crates will always be at least useful to you, the more dangerous the storm is to you the better the loot is. The ARDA drop pods in this jump (and "**The Olympic Exclusion Zone**" below) will show up regardless if you have this, this just means the loot in them is always at least useful to you.

You'll Need a Team (600SE, Companion Restricted): congrats Jumper, you have your own little elite team, you can choose 2 companions (who can be swapped out between jumps if you want) to import for free in this jump, and future jumps, they get 1000CP in jumps, 600SE here, can take drawbacks that only affect them, and get a free Origin in a jump regardless of any cost it may normally have. This perk does NOT attach to your bodymod from this gauntlet reward, but if you do manage to do it through means outside this jump then they auto import into gauntlets with 400CP plus half (rounded up to the nearest multiple of a hundred) of what the jumper earned in drawbacks and can still take personal drawbacks.

Items:

Jumpers receive a 400SE item stipend

The Remnant (200SE, Jumper restricted): if your companions want their own car, they gotta pay for it, but otherwise it's the same as the freebie one for the Jumper, if a companion buys this then they can ignore the companion restriction on the free ARC Device and slimmed down ARC Device, and Oppy's Garage gains another car bay to accommodate.

Oppy's Garage (400SE, Jumper restricted): if your companions want their own garage, they gotta pay for it, and they can open portals to it rather than it being a warehouse attachment, or they can also import it for free before a jump. but otherwise it's the same as the freebie one for the jumper.

Full steel car parts (100SE): 2 bumpers, 5 doors, 5 panels, all made of steel, as well as 2 headlights. All you need now are better wheels and you'll have a good headstart on the zone. Post jump these parts scale to the toughest material you have access to, though at a minimum it's still a good carbon steel. Restocks 24 hours after being destroyed.

Full salvage tools (100SE): A scavenger, impact hammer, and crowbar that never break, a unbreakable flashlight with infinite charge that can't be used to power anything besides itself, and 3 road flares that replenish themselves every trip into the zone (or daily post jump).

Repair Kit (100SE): A sealing kit, a spare tire, an electricians kit, a mechanics kit, and 3 cans of repair putty. Each restock when used upon returning to the garage (the spare tire counts as 'used' when it degrades too much to be worth using, or if you lose it), if you use them before going into the zone then they'll restock when you get back from your next trip into the zone. Restocks daily post jump.

A Bigger Battery (200SE): this installs a backseat mounted High Capacity Battery into the remnant. A good ole' 50 KW block of lithium ion above your head. Upgrades to your tech level post jump.

A charger (200SE per): Your choice of a wind turbine, lightning rod, solar panel, or hydro generator. Can be bought multiple times to get the others.

Resource Radar (400SE): While it's recommended you get the Battery it's not actually needed for this. This adds all nearby loot to your ARC Device map and HUD for 30 seconds per radar pulse, it's pretty power intensive so use it sparingly. This should give you a massive headstart in the zone.

The Olympic Exclusion Zone (600/1200SE): you don't get this until post jump, and it doesn't attach to your bodymod, but when you do get it oppy's garages route planner gains a second tab capable of route planning into the zone again, unlike departing normally from the garage post jump a portal does not open at the end of the road at the zone boundary and instead just lets you drive into the zone. The zone itself is unchanged from when you were here, that is to say it's completely different because the instability storms still exist unless you pay twice. Dying in the zone will burn a 1-up if you have any, or fail your chain if you don't, because the zone is harsh, that said there's nothing stopping you from just opening a portal and walking out, unless you don't have the capability to. The zone has 2 loot toggles you can switch at the route planner: Pacific Drive (only contains materials from pacific drive) and Full Loot (Contains Loot from all past Jumps but also non-sentient hazards from past jumps).

If you pay twice for this then post jump all junctions have stable exits (this can be toggled), and all zones can have perpetual stability switched on when accessing this place post jump.

This item does not attach to your bodymod.

Scenario:

Base Scenario (Mandatory): you're in the Olympic exclusion zone, and you need to fix that, unfortunately easier said than done as the remnant (which will bind to you) Prevents you from leaving. You'll have to work with Oppy, Francis and Tobias to neutralise the Remnant's effects on you (and your companions if you bought "You'll Need a Team" and they have remnants as well). Your reward for doing this is detailed below

Reward:

Your rewards are received upon completion of the Scenario and leaving the Olympic Exclusion zone:

1. All perks and Items you bought here (Unless otherwise specified) Fuse to your bodymod, anything that scales to you or your tech level is reduced to the minimum it is in here or otherwise specified in gauntlets until that gauntlet concludes upon which it is restored to its prior capabilities.
2. You get a perk **Master of the Storm**: You survived all the Olympic Exclusion Zone could throw at you, so it's only fair you get something related to its main hazard: The Instability Storm. You can, at will, create Instability storms of your own up to the largest area of effect you can produce (Minimum of 3 square miles) that will kill anything unable to resist things like matter manipulation and destruction, and it will scramble the landscape into a somehow coherent but utterly different layout only tangentially related to what was there before and is around it. These storms are very draining on all your supernatural reserves (Physical stamina and physical endurance included) to summon and cannot distinguish friend or foe and cannot discriminate targets. Once the storm ravages an area it then vanishes. When summoned the storm will form a barrier around its outer perimeter to prevent people from just leaving and then closes inwards, first flooding the area with radiation, then scrambling anything made of matter and reconstituting it as something different. With time the smaller storms will get easier to summon and the matter scrambling capabilities scale to your offensive power when put up against things resistant to that sort of effect, but you'll never be able to discriminate things to spare, including yourself if you're in the radius. **This perk DOES NOT fuse to your bodymod**
3. You get an item **Portable ARC Device**: It's a portable ARC Device. Taking the form of a Gauntlet you wear on your arm it has a built in map, a socket to insert stability anchors (or the converter as they have the same socket), a holographic map, and can expend Lim to open portals, this can link to the ARC Device in your car and use its Lim to open portals, or it can open personal portals you can reach on foot and are much closer but are too small to fit a car. This device can import into other arm-worn devices to gain their capabilities but in gauntlets it returns to its base from. **This item DOES fuse to your bodymod**

Drawbacks:

Gauntlet B-Gone (+1000SE): turns the gauntlet into a normal jump but you forfeit the scenario reward to do it.

Stick Shift (+100SE): Do you know how to drive a manual? Congrats, now you don't, and the remnant has a manual transmission now, and don't think you can build and install an automatic transmission because the car will reject it.

Attack of the Poor Monty Python Reference (200SE): Bunnies, hope you like them, they are everywhere now, and while this does increase the amount of Happy Hares you'll run into, it's only because it increases ALL the Bunny anomaly spawns, you'll be getting plenty of use outa that crowbar.

Peg Leg (+200SE, +400SE with "Stick Shift"): one of your legs seems to have gotten caught between an instability storm and a hard place, as from the thigh down its been replaced with a prosthetic, which basically amounts to a wooden board with a socket to attach it to your stump, if you took "Stick Shift" this pays twice as much. Good luck using the clutch with effectively one leg.

Sand, IT'S EVERYWHERE! (+200SE): this doubles the spawns of the 'Hot Dust' anomaly.

Something's Moving (+400SE): Normally in the zone you'll hear talk of Bigfoot, and he's an urban legend, well not anymore he's not, now he's real, this doubles the chance of a junction having the 'Something's Moving' condition and now junctions with that condition contain bigfoot, and he is NOT happy to see you, he stands at 10 feet tall, is strong enough to throw the Remnant like a basketball, and can run at half the remnants current maximum speed, it can die but it wont stay dead, and the storm only regenerates him and resurrects him.

Paranoia (400SE): it may be healthy, you are really attached to your subatomic particles after all and it would be a shame to have them ripped away and reconstituted into something else, but you're a little too paranoid. Every little sound you can't identify the source of will make you worry it's some kinda cue the storm is about to arrive, and each anomaly hits you (metaphorically) like a jumpscare. Even harmless car quirks like turning the wheel turns the radio on will still leave you jumpy the first few times it happens. And the actual storm, regardless of where it actually is, will always leave you feeling like it's breathing down your neck and have you wound so tight with anxiety. Needless to say you will NOT be looting the ARDA drops during the storms.

Lore Accurate Storm (600SE): so in the game, and this jump until you took this, the red storm that supposedly deletes and reconstitutes matter actually just did a ton of radiation damage. Now the red storm behaves as it does in the lore: deleting

anything it touches. The radiation shield will still protect you from the yellow storm of course, but the red one will just wreck your car and instantly kill you.

To compensate the red storm is 25% slower, and the ARDA drops now happen while the yellow storm is on approach.

--Permanent Lore Accurate Storm (400SE, requires "The Olympic Exclusion Zone"): so remember how we said you could turn off the storms after you leave here? Well now you can't, they are still contained to the exclusion zone (unless you import it and break that containment yourself of course), and the storms behave as they do in the lore.

--Unstable Instability (400SE): you know that thing where junctions can be unstable and have that orange cloud around them? Well it's getting nerfed a bit, now it merely halves the stability the junction would have otherwise had, how is this a drawback? Because this effect is now applied to EVERY SINGLE JUNCTION. Unlike the above option this does NOT apply to the "The Olympic Exclusion Zone" item, unless you want it to.

Unstable Instability: Standalone Edition (600 SE, Mutually Exclusive with "Lore Accurate Storm"): you know that thing where junctions can be unstable and have that orange cloud around them? Well it's getting nerfed a bit, now it merely halves the stability the junction would have otherwise had, how is this a drawback? Because this effect is now applied to EVERY SINGLE JUNCTION. Unlike the above option this does NOT apply to the "The Olympic Exclusion Zone" item, unless you want it to.

The Zone is Nobody's Friend (600SE): they say anything made from material not unique to the zone will wear out faster here, for you this effect is exaggerated, any time your car takes damage it takes 4 times as much, ramming a light pole will destroy a crude bumper and probably get your crude hood and front panels most of the way there as well. The engine and wheels are exempt from this effect because I'm not a monster. The other thing immune to this effect is of course anything made from zone unique materials like olympium.

--The Zone is a Monster (600SE): I lied, no car part is safe unless it's made of olympium. Though I have to ask if your wheels disintegrating because you powerslid into a sudden hazard the wrong way is really worth 600 points.

Stealing Energy From a Monster (600SE): The gas pumps at oppys garage have infinite fuel, if you exhaust them they refill instantly. Where does all this gas come from? Why the zone of course, and has the zone ever done anything nice for you before? Of course not so why would it start now? The fuel supply in the garage is now limited, it's still absolutely massive, it's just a finite number now, specifically its 1000Liters of fuel in each pump, should be more than enough, unless you screw up, break some things, and have to go resource hunting, too much getting sidetracked is probably a death sentence because without fuel the car doesn't go.

Of course the battery charger can be used, there is an electric engine you can build, just pray you never need to activate anything useful like an ION shield or you'll run the batteries dry pretty quickly.

The Zone Takes Away (600SE): Do you like car parts? I hope not, because abductors now spawn with pickpockets, and they are basically EVERYWHERE!

Nowhere is Safe (1000SE): the storm follows you around until you neutralise the remnant, and it no longer cares about little things like 'Pockets of stability' or the 'Perpetual Stability' junction condition. This includes the garage, every time you go to the garage you have 5 minutes before the yellow storm closes in, once it fully closes in the red storm shows up, if you're not gone BEFORE the red storm manifests then your life just got a lot more complicated because the garage will be gone. 24 hours later it will pop back up with half of whatever you had stored there and the ARC Device will lock onto it and you will be able to open a portal to return to it if you have enough KLim and your junction has stable exits, if not find one that does.

This drawback of course has some massive implications so let me break down how it changes the world:

- The storm can follow you into pockets of stability and perpetually stable junctions.
- If the red storm manifests at the garage you must survive 24 hours without it before you can return.
- When the garage reappears it takes half your loot you had stored there.
- All junction connection points are open now, you still can't backtrack but you can loop back around.

This drawback takes effect once you return via the arc device for the first time.

Ending choice

Drive: head forward to your next junction.

Park: stay in the zone, try to uncover its secrets, I'll give you a one way pass to return to your Homeworld with everything you earned if you decide the zone life ain't for you but otherwise you won't have the protections of the chain.

Reverse: was this experience too much? Understandable, that red storm is certainly a biblically awesome sight. you may, if you desire, return home with all you've earned.

Notes:

- Unless otherwise stated assume everything works like it does in the game.
- You don't actually receive "Property: Oppy's Garage" or "The Olympic Exclusion Zone" until after the jump concludes, the former is an in-jump location you'll operate out of and the latter is where you are already.
- The gas mileage numbers for the engines supposedly don't line up with the actual gas mileage you get in-game (I can't tell because my side-tanks keep fucking leaking!) but for gauntlet purposes the mileage numbers will be exactly what they say baring quirks, leaks, and junction conditions.
- Anything that scales to your jumper level resets to the level it's at here when you're in a gauntlet.
- I'm going to get asked about this so to clarify: the perk "You'll Need a Team" exists for 2 reasons: it's a unique way to run a companion section. And it's a good way to make 2 of your companions into powerhouses you can rely on. It doesn't really fit the theme of this jump but it was a neat idea I came up with, I exempt it from the gauntlet reward for good reason, it would break most gauntlets in half, but I also know there's probably like 6 meta supplements that can fuse any perk to your bodymod so that's why I outlined how it works in gauntlets.
- Feel free to give me ideas on how to improve, I always welcome feedback.

Changelog:

V1.0: made the jump

V1.5: Updated the Version number at the top from 0.5 (How did I miss that?), removed the "Free conditionally" tag from the remnant immunity perk, Corrected some errors (High capacity battery is a backseat attachment, not a roof attachment, remnant is 1950s based on the date on the ingame licence plate), ran the doc through the spelling and grammar checker (again), I basically replaced the Freebie remnant with a new one, added an upgraded ARC Device that you receive post jump, changed basically half the perk descriptions to clean up and clarify a little bit. Added "What Remains", and probably more, it's 2AM and while I do my best work at 2AM it's also taxing my energy so I probably missed some things.