

♪ *Acceleraacers! Hot Wheels keeps you alive!* ♪

Version 1.3 by PM_ME_UR_ART_NOUVEAU

Ignition

Long after the World Race, Dr. Tezla has been hard at work. Finding he cannot do it alone, he contacts many of the old racers he once employed to race through the racing realms created by the mysterious Accelerons. He employs two street racing crews, the Teku, and the Metal Maniacs. These two teams battle against the ruthless Racing Drones and the mysterious Silencerz to complete the racing realms, mysterious dimensions designed to test the skills of those who drive through them.

The winner of each race receives an accelecharger, a powerful artifact of the Accelerons which grants a car any number seemingly magical abilities. To assist you in your racing, you will be granted **[1000 MPH]** to spend on perks, items, and companions, any perks or items “under” your origin will be discounted 50%, with [100MPH] ones being free. Once you have spent it, you will be deposited at your origin’s respective headquarters, with either any existing Hot Wheels car of your choosing, or any car you already own, painted in your respective team's livery. In addition to a car, you can bring one motorcycle if you have one. Ready! Set! Go!

Origins

Teku

The Teku are a team of racers who focus on sleek, heavily modified high-performance sports and JDM cars. The bulkiest component on any of their cars will likely be the sound system. The Teku head-to-toe in the finest 2000's techwear money can buy, and can usually be found playing ear-piercing bass lines out of their cars' comically large subwoofers. Though they cosmetically modify their cars in many colorful ways, the Teku always find a way to merge form and function, tuning their cars to perfection. For racers wanting a team that favors style and even luxury, the Teku are the perfect crew.

Metal Maniacs

A mirror opposite of the Teku's sleek and clean aesthetic, the metal maniacs are a rough and brawny bunch of punks. Usually sporting flame-decaled or tribal-tattooed muscle cars, trucks, and rally cars. Like their cars, the maniacs' style is function over form, oil-stained wife beaters and hard rock is a common site in the maniacs' section of the Acceledrome. The metal maniacs tend to focus on power and endurance in place of speed, though they do have cars that specialize in that as well. As tight-knit as they are raucous, their team is a good fit for a racer who wants to go wylde with a close circle.

Drones

An army of mass-produced, bulky racers created by the Accelerons for the purpose of driving in their racing realms, the Racing Drones were rejected by their creators, as they had been built for the single-minded purpose of winning, they forgot what it means to compete, and as such were abandoned by their creators. They are led by the beautiful android Gelorum, a Racing Drone with a lust for vengeance and a hatred of all things flesh.

Silencerz

A curious set of taciturn racers wearing pure white with splashes of purple. The Silencerz are mysterious, as is their goal. All that is known is that they have many high-level racers, scientists, and officials as members, and technology that far exceeds anything possessed by the AcceleRacers or the Drones.

Independent

Maybe you prefer riding solo, or maybe you'd prefer to start your own crew. If you choose this background, rather than getting a discount for all of the perks in a given category, you will instead be given a discount to any three perks and any three items of your choosing. You will also be given a holographic wheel of power for the duration of

this Jump, to allow you to join in on the races. You will wake up in the middle of the desert where Highway 35 is.

Perks

Undiscounted Perks

Tell a Doctor, Tell a Lawyer, Tell the Mailman, Tell Your Mother… [Free]

You have a dope soundtrack that follows you around. It has three stations which can be changed on the fly.
Teku, which plays mostly trance and hip hop.
Metal Maniacs, which plays hard rock and nu-metal.
Silencerz, which plays drone and dark ambient music.

Driver's Ed [Free/100MPH]

Your driver's skills are improved to be competitive with the average professional racecar driver. To put it simply, you know your way behind a wheel. You can drive circles the typical Sunday driver, and stay in place even among the other Acceleracers. This can be taken for free for this jump, but taking it into subsequent jumps will cost [100MPH]

Monkey's Pet Monkey, Monkey [Free/100MPH]

You know the basic ins and outs of modifying and tuning a vehicle. While you're no master mechanic, you can at least change a tire, and do some basic tuning work. Any complex or large modifications will still be beyond you, unless you are quite willing to learn. This can be taken for free for this jump, but taking it into subsequent jumps will cost [100MPH]

Driver's Edge [300MPH]

Your driving skills are amplified to be up to snuff with the likes of Kurt, Taro, Tork, and Nolo. Regardless of how you drove before, your capability behind the wheel has been increased massively, and even many Acceleracers will be breathing your exhaust! On top of that, you will find yourself able to learn and master any new vehicle extremely quickly, no matter how foreign it may be to you.

Uplinked [600MPH]

Once you have found an accelecharger in this jump, it will become your permanent ability, with you able to use it as if it were its own magical power. Regardless of if the accelecharger is on your person or not, regardless of if you are in a vehicle or not, you will be able to use the ability of any accelecharger as long as it is somewhere in your possession. If you are in a vehicle, it will be applied to that vehicle. If you are not, then it will be applied to you as if you were that vehicle.

Teku Perks

Pump Up The Baseline [100MPH]

You're something of a basshead, loud noises don't bother you. In fact, you're completely immune to any hearing damage that would be caused by loud and/or constant noise, or sonic-based attacks. Sonic attacks that do enough damage to harm you physically will still hurt, but your hearing will be A-okay!

Teku-izing [200MPH]

Anything that can be tuned, or tweaked in small ways that collectively can make a large impact, you can tune to perfection. Whatever task you want to tune something for, be it a car or any other technology, you can optimize it to achieve that task as much as it physically can be.

Stay In The Groove [400MPH]

When performing any skilled task, you have uninterruptible concentration. Anything you set your mind to, you will be able to apply 120% focus towards the completion of said task. Your zen-like concentration will make you aware of every facet of what you choose to focus on, allowing you to complete it with total efficiency, even if the odds are otherwise against you.

Synkronized [600MPH]

When piloting any vehicle along with friends or teammates, you will be far more able to stay in sync with each other. It won't make your team a hivemind, but you and your team are far more able to read nonverbal cues, and stay together where an obstacle may have separated you. Whenever you're working as a crew, even the harshest personalities will be compelled to act as part of the team.

Metal Maniacs Perks

Jacked Up [100MPH]

You put the “Muscle” in muscle car. You’re strong, and have a good degree of bulk to make sure everyone can see that fact. Your car flipping over is a non-issue, as you can flip anything smaller than Old Smokey back onto its tires with the right effort. Really bringing a whole new meaning to “Let’s move some metal!”.

Monkey Magic [200MPH]

You have a serious knack for modifying mechanical machines, vehicles especially. You can swap parts, add upgrades and mods, or even invent new upgrades, like Nitrox 3.5 (but actually functional)! You are a master mechanic, and your tinkering talent is some of the finest in the world. That said, the minute parts of modifying technology, the fine tuning, seem to escape you.

Anything But Down [400MPH]

Any timed task, you can complete at the last second. It doesn’t matter what the task is, so long as there is an externally enforced timer or deadline, and you are capable and willing to complete the task, you WILL. If there is just a fraction of a second to spare, you will be able to complete the task through sheer determination and skill.

If You Ever Do That Again, You Better Not Miss! [600MPH]

You have a terrifying presence that inspires fear and loyalty in equal measure. Your enemies will be terrified of your presence, even if all they can see is the back of your car, even if they’re emotionless machines, your presence still makes them nervous, and prone to fatal mistakes. Your allies, meanwhile, will be inspired and loyal to you, even your most unreliable crewmates will obey your orders when things get serious.

Drone Perks

Built To Win [100MPH]

When you want to, you can focus yourself towards victory much more intently. You can put petty human things like “friendship”, “honor”, and “competitive spirit”, making sure that your own victory will be the only thing that matters.

Droning Noises [200MPH]

You can communicate with drones and robots much more efficiently than any fleshling. Rather than talking directly, you can let out a high-pitched noise that can deliver highly complex instructions far more quickly and efficiently than would be possible in any spoken language. You can also learn programming languages slightly more quickly.

Cyborg [400MPH]

Rather than a standard RD model, you will be made into a cyber-augmented human. Similar to Kadeem, you are a human who has been modified with several drone parts, being given increased strength and physical abilities. In addition, your driving talents are massively improved, as you possess the creativity of a human, along with the cold calculating mind of a drone. This allows you to engage in more advanced tactics than your average drone.

Gelorum’d [600MPH]

You are now an android similar to Gelorum, being able to convincingly disguise yourself as a human, or take a human form with several drone markings. Your secondary form will be an utterly massive and incredibly powerful drone, nearly indestructible to all but the godlike Accelerons. Not only that, but your racing talents are incredible, allowing you to control any vehicle as if it were a part of yourself. You are also far more intelligent, your scientific and engineering know-how being greater than even Dr. Tezla’s! Cannot be taken with “Cyborg”.

Silencerz Perks

Racerz Without Borderz [100MPH]
You make a hell of an entrance, mainly because nobody actually notices when you do. Whenever you enter a new area, people don't seem to notice you much. You aren't invisible, but if you're entering from a place where few are looking in the first place, your success rate is even higher than it might otherwise be.

Silenced [200MPH]
By virtue of being much more quiet, your stealth capabilities have been nitrox-boosted! When in a vehicle, your engine will only be half its usual volume, the same is true with your footsteps and anything else that generates noise. Additionally, you will not show up on any radar or security system for fifteen minutes of being in its range (cumulatively). This can be toggled.

It's Pointless To Argue With a Machine [400MPH]
You have incredible talent with robotics. You can engineer and reverse engineer any automaton you desire. You can create X-88 Drones like Gig, or even apply this talent to certain… other drones. Additionally, any robot you personally program cannot be reprogrammed to work against you.

Silent Cartographerz [600MPH]
You have been given a full education in the Silencerz' advanced understanding of Acceleron technology, including how to build a holographic wheel of power similar to Dr. Tezla's. If you should build it, you will be able to access all known racing realms, and perhaps even undiscovered ones at any time. Not only that, but your understanding of all other Silencer technology will be improved immensely, including the full understanding of the technology which even Dr. Tezla could only steal. Your intelligence will also be raised to roughly Dr. Tezla's level.

Items

Undiscounted Items

Nitrox 2 [100MPH]
Nitrox 2 is a powerful boost formula created by Dr. Tezla that can make any car accelerate to 300MPH almost instantly. This item will give you a supply of ten full canisters, which replenishes at a rate of about one per week.

Personal Acceledrome [300MPH]
A massive garage able to hold roughly 50 average-sized cars, and has space for 10 larger vehicles like old smokey or a streetsweeper. Not only that, but it comes with plenty of space and equipment for testing your cars, making telemetry a piece of cake. This can be used as an attachment on your warehouse. Comes with a massive toolbox able to hold hundreds of tools, with convenient labeling to make sorting and finding them a breeze as well (tools not included). It also comes with an extensive test track in classic Hot Wheels orange.

The Trackrooms [600MPH]
The ultimate test track, this utterly enormous 10 cubic mile area that acts as an addon to your warehouse is a massive and customizable test track. This track can be reconfigured endlessly, with the snap of a finger. This will allow you to build the ultimate racetrack, or simply construct the perfect proving grounds for any vehicle.

Accelecharger Copier [600MPH]
A simple office copying machine decked out in your team's regalia, only differing from a normal copier by having a handprint scanner. Rather than merely copying paper, it can produce copies of accelechargers, which are functionally identical to the originals. It also comes with a replenishing supply of blank accelechargers for you to print the copies onto. Not only that, but by scanning your hand, you can imprint any of your perks or abilities, imbuing a blank accelecharger with that power. When used, these accelechargers will imbue a vehicle with that ability.

Teku Items

Teku's Toolbox [100MPH]
A sleek white toolbox containing all the tools you could need to modify a car to your liking. When I say "all the tools you could need", I mean that seriously. Every size and shape of wrench, every type of screw and screwdriver, and every miscellaneous tool you could need manifest from this toolbox the moment you need them. Small enough to be carried with its own carrying handle. Only tools which could conceivably fit in a 14x8x8 inch toolbox will come out of it.

MP3 Player [200MPH]
A standard 2006-era MP3 player. Specifically, one that can hold unlimited songs, has unlimited battery life, and can work in any conditions. While it can hold and transfer unlimited data, all data must be in the form of audio files (MP3, OGGs, etc). It can also record audio, and could theoretically do so for an infinite length of time if that is your wish. It can only be accessed by you or your companions. The battery cannot be used to power anything externally.

Nice Threads [400MPH]
A racing suit created by the Accelerons themselves! This set of racing gear will protect anyone who wears them from all manner of automotive injuries. It will not make you invincible, but it will drastically improve your survivability against distributed blunt injuries (like a car wreck, for example), to the point of near-immunity.

Engine Tuner [600MPH]
An unassuming 2000's era PDA that syncs up with whatever vehicle is nearest to it. When it has been synced with a vehicle, it will be allow you to tweak any aspect of that vehicle you wish. While it cannot do anything major, like replace an engine, it does allow you to optimize and alter the car instantaneously, taking all thought out of the equation, instead altering the car in hundreds of minor ways to achieve whatever goal you type into the PDA. For example, typing in "top speed" will result in your car being altered to have the highest top speed possible, tuning the car as much as possible, even slightly altering the chassis to achieve this goal. It can also perform minor repairs, like fixing a small dent or hole in a car, or even patching a tire.

Metal Maniac Items

Maniac's Menagerie [100MPH]
A red toolbox with a tribal tattoo pattern containing all the tools you could need to modify a car to your liking. When I say "all the tools you could need", I mean that seriously. Every size and shape of wrench, every type of screw and screwdriver, and every miscellaneous tool you could need manifest from this toolbox the moment you need them. Small enough to be carried with its own carrying handle. Only tools which could conceivably fit in a 14x8x8 inch toolbox will come out of it.

Anchor Chain [200MPH]
For your anchor. It can be thrown out of your car as a weapon, or a grappling hook. Being made entirely out of metal, its tensile strength is even higher than what should be possible. While weighing about as much as you'd expect for a solid 30-meter iron chain meant to support an anchor, it can support far more weight, having the tensile strength to lift up to 40 tons, about as much as a big rig truck! "Jacked Up" is highly recommended if you go for this.

A Monkey Wrench [400MPH]
A swiss army style multitool that can tighten or loosen any bolt or screw, regardless of how well or poorly it was secured to begin with. This tool reforms itself to fit any sort of screw, nut, rivet, bolt or any other bit of metal meant to secure something. Even ones that are welded, or otherwise should be impossible to move. Similarly, it can tighten any fastening to its most secure possible state.

The Scrapyard [600MPH]
Not to be confused with the Junk Realm, although they appear awfully similar. This takes the form of a massive, about one square mile in size. It is filled to the brim with all manner of useful junk, very little of it actually working, even less in anything resembling "good shape", but as they say, one man's junk is another man's treasure! Countless crashed cars, kilotons of scrap metal, and perhaps even some lost Acceleron technology. This is treated as an addon to your warehouse.

Drone Items.

Recon Drone [100MPH]

This roughly bowling ball sized drone can serve as your eyes and ears. It a simple round floating drone that is equipped with high-definition cameras and microphones. It is capable of transmitting the view from its cameras across any distance, even across universes.

Partial Deck [200MPH]

Just as how the Drones were able to reliably beat Tezla's drivers before the Teku and the Metal Maniacs show up, you start out having already won three accelechargers of your choosing. It can be any three tier-1 accelechargers, or one tier-2 accelecharger (see list of accelechargers)

Splitter [400MPH]

A device that attaches to your vehicle's accelecharger port. This splitter makes it so that whenever you activate an accelecharger, all of your team members' cars will receive the boon of that accelecharger as well, effectively splitting the effect any number of ways.

Dronedrome [600MPH]

You gain your very own copy of the Racing Drones' HQ. An enormous green and black labyrinth, devoid of sound save for the revving of engines and the chittering the drones communicate with. This complex, the size of a small city, comes with about 500 racing drones already assembled, and the equipment to mass produce hundreds more. It can even be refitted to mass produce other machines, provided you have the know-how to convert the machining. It also comes with the ability to convert people into brainwashed cyborgs. This can be used as an addon to your warehouse.

Silencerz Items

Universal Adapter [100MPH]

With this handy dandy adapter that can plug into any vehicle's cigarette lighter (or any other port), you can now use Accelechargers in any vehicle, without needing to be specially designed to fit them.

Jammer [200MPH]

A simple key fob with a large purple button on it. When pushed, it will jam any radar or other electronic tracking systems which currently register the user for six hours after it is pressed.

Disguise Disruptor [400MPH]

A flashlight with a beam that emits intense polarized light which can dispel any sort of disguise, whether the disguise is done through mundane, technological or magical means, shining this flashlight on it will cause that disguise to completely disperse.

Universal Auto-EDR [600MPH]

The pinnacle of driver safety. The Universal Auto-EDR allows the driver to select a point to be ejected to should they be faced with any insurmountable danger, regardless of distance or any other barriers. To put it simply, you will be teleported out of danger to a place of your moments before an otherwise-lethal situation would have killed you. It will not heal you however. It can be used twice per jump, and can be mounted to any vehicle you wish, or kept on your person, where it will function just as if you were in a vehicle. It appears as a simple grey block with a button to set your "spawn" where you will be ejected to.If you are inside a vehicle when it activates, that vehicle will be teleported with you.

Companions

We're Welded [50-200MPH]

You may bring along one of your companions, and they will be given an origin along with [600MPH] to spend on perks and items. For [200MPH], you can import six of your companions with the same bonuses. You may also use this option to create OC companions at a price of [100MPH] each.

Canon Companion [200MPH]

You may have any Acceleracer, or World Race veteran as a companion. They will receive the first, second and third tier perks and items from their respective origin. For world race characters, Wave Rippers, Street Breed, and Dune Ratz will be given Teku discounts, Scorchers and Road Beasts will be given Metal Maniacs, both will receive [600MPH] to spend.

X-88 Drone [100MPH, Free for Silencerz]

Your personal X-88, similar to Gig. He will fulfill any request you give him to the best of his abilities with his deadpan sarcasm providing levity in any situation. While he cannot do any combat or driving related tasks in his present form, he can help you with any administrative or technical work. Unlike certain other X-88 Drones, this one will not betray you, and will override any attempts made by bad actors to reprogram him.

Sparky [Free for, and Exclusive to Teku, Metal Maniacs, and Independant]

You have a drone that acts a bit strange, he was reprogrammed by a mechanical engineer who isn't the most familiar with robotics. He isn't much use in combat, or much use at anything besides maybe holding a wrench for you, but he does have a way of keeping team morale up. He is free for Teku, Metal Maniacs, and Independent origins, but cannot be taken as a Drone or Silencer.

Drawbacks

World Race [0MPH]
Woah! You're not in Acceleracers, you're several years in the past, during the High Way 35 World Race! You are in one of the factions competing in Dr. Tezla's challenge to complete the World Race and find the Wheel of Power in Hot Wheels City. Wave Rippers, Street Breed, and Dune Ratz will gain Teku discounts, Scorchers and Road Beasts will gain Metal Maniacs discounts. Should you choose to be with the Clyp Agency, you will gain Drone discounts. Silencerz will remain the same.

Electrical Systems Shorted Out [+100MPH]
Your EDR doesn't work. Actually, it never works. Once you're in a racing realm, you aren't getting out any way but the finish line. If the gate closes before that happens, you're stuck there. Any other abilities you may have to escape them will also not work.

Accelerons Believed in Going Forward [+200MPH]
You cannot go back. Literally. Your car's reverse simply does not work, and will not work at any point during this jump.

You See I'm Greedy For Speed… [+200MPH]
You have an addiction that you feel an irresistible urge to satisfy every time you get behind a wheel. Addiction to what? Going *fast*. You will get painful and exponentially worsening physical withdrawal symptoms if you go even one mile per hour below the speed limit on any road. During races, you will feel an overwhelming need to take first place by any means necessary, even if they harm yourself or others.

Spinebusted [+200MPH]
For the duration of this jump, you have been crippled from the neck down, and are near-paralyzed whenever you are not in your new mechanical exoskeleton. This will allow you to move and race normally, however it is weak to outside tampering, your own body may be hijacked by someone with the proper know-how.

The Jumping Realms [+200/300/400MPH]
For those seeking a longer challenge, in addition to a tougher one, the Jumping Realms will add several additional races randomly shuffled into the existing list of racing realms. The catch? All of the new realms will be based off of previously visited Jumps, with appropriate tracks, hazards, and even an appropriate all-new accelecharger at the end.

For [+200MPH], you will visit five additional realms based on previous Jumps, for +[300MPH] you will visit ten additional realms based on previous Jumps, and for [+400MPH] you will visit fifteen additional realms. In order to take any tier of this drawback, you must have visited at least that many Jumps prior to this one.

Powerless Duplicates [+300MPH]
Any item you rely upon during this run has a high chance of being replaced with a useless replica when you aren't looking. Yes, this potentially includes your car.

The Finish Line [+400MPH]
You have a habit of getting robbed out of a satisfying ending. It seems the more climactic and intriguing things get, the more incomplete and abru

Over The Red Line [+600MPH]
The Drones will gradually gain access to technology from previous jumps in one's chain. At first, this will just be mild technological boons to improve their driving abilities, but with more losses, they will make exponentially greater leaps in technology. Soon they will also use it to boost their weapons technology, and that's well all hell will start breaking loose. Good luck if you went to any magitech jumps.

This drawback can only be taken if this is at least the fifth jump in one's chain. Cannot be taken with the origin "Drone".

You're Just Another Machine [+600MPH]
Literally. You are just another Drone in Gelorum's army, identical to any other, and just as mindless. For this entire Jump, you are a soulless machine, single-mindedly dedicated to serving Gelorum. Your abilities will be reduced to that of an RD-S1 drone, unless you have taken "Cyborg". Exclusive to "Drone" Origin. Cannot be taken with "Gelorum'd". Your power and access to your items has been reduced accordingly.

End

I Just Took The Wrong Road For a While
You return home. All of your perks, items, and companions you have gained throughout your chain will stay with you.

The Party Didn't Start Till I Hit The Scene
You stay here, on the Acceleracers' Earth, or wherever you may have ended up by the end of your stay. Just as if you returned to your home world, you will keep all of the boons you have found during your chain.

I'm Gonna Pass You
You move on, racing towards whatever challenge awaits you in the next Jump on your chain. You may take all items, perks, and companions gained on this jump to help you on your adventures.

Accelechargers List

Tier 1 Accelechargers

Canyon Realm (Hyper Jump): Allows driver's cars to make extremely long and high jumps with ease.

Chrome Realm (Undistort): Erases any illusion or mirage seen to the driver.

Wind Realm (Wind Shark): Allows a driver's car to move through the strongest gusts of wind.

Reactor Realm (Sound Buffer): Sends a sound wave with a higher frequency rate to negate any sound-based attacks

Desert Realm (Sand Speed): Fuses sand and other unstable surfaces together for a short period of time which lets you drive over it safely.

Fog Realm (Fog Vision): Allows drivers to see clearly in foggy conditions.

Monument Realm (2-D): Allows the vehicle to become two dimensional---can cut through other cars.

Storm Realm (Lightning Rod): Protects car from electrical charges.

Swamp Realm (Sprout Road): Creates an organic road of vines beneath the car---best if used upright.

Cavern Realm (Night Sight): Allows the driver to see in total darkness, as well as highlighting the way forward

Lava Realm (Impervious Tires): Creates regenerating tires that always remain in perfect condition.

Water Realm (Hydro Glide): Gives car the ability to drive on water.

Metro Realm (Battering Bubble): Creates a force field around the car, allowing it to smash through obstacles with no loss of speed.

Ice Realm (Slip Grip): Gives the car the ability to drive over slippery terrain with the needed friction.

Neon Pipeline Realm (Wall Crawl): Allows the car to drive upside down or on walls.

Tier 2 Accelechargers

Solar Realm (Anti Gravitation): Allows a car to manipulate/control gravity.

Labyrinth Realm (Navigator): Manipulates a car's GPS System and pinpoints all the right directions that lead to the finish line.

Blizzard Realm (Total Traction): Gives total traction to the car on any terrain.

Cybergrid Realm (Folding Corners):Allows cars to snap through 90 degree turns.

Micro Realm (Size Scaler): Allows cars to change size.

Warped Realm (Teleport): Allows the vehicle to teleport short distances out of trouble.

Lava Realm (Impervious Tires): Creates regenerating tires that always remain in perfect condition.

Water Realm (Hydro Glide): Gives car the ability to drive on water.

Cliffside Realm (Turn & Burn): Allows the car to take hairpin turns without slowing down.

Junk Realm (Friction-less): Creates a friction-less bubble around the car.

Ruins Realm (Phantom Form): Allows car to pass through objects.

Tier X Accelechargers

Cosmic Realm (Light Speed): Allows the user to travel at light-speed. (Note: Some sources say the effects of the Cosmic Realm Accelecharger are those listed under the Solar Realm. Those sources do not list the Solar Realm amongst the Racing Realms.)(According to the CN website, it allows you to control gravity, similar to the Solar Realm Accelecharger.). This cannot be selected with “partial deck”.

Credits & Thanks

Matel for creating Hot Wheels
Mainframe Entertainment for writing and animated Acceleracers
Acceleracers Wiki for easy access to information and background lore, as well as their list of accelechargers.
The People of Reddit's r/Jumpchain for their suggestions. **LuckEClover** specifically for suggesting "The jumping realms", and "Over the red line".