Pacific Drive

Jumpchain gauntlet v1.01

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In an alternate 1947 Doctor Ophelia Turner discovers a process that allows for altering the properties of matter and the technology is quickly co-opted by the government's new Advanced Resonance Development Authority. Research facilities are established in Washington State's Olympic Peninsula and officials are soon wowed by the first practical demonstration, freezing a lightning bolt mid-strike. Even as the government reveals the new technology and parades it to the public, the full scope and the consequences of its misuse was far beyond the comprehension of anyone working on it. Disaster was inevitable.

Barely containing a massive gamma-ray burst that would have scoured most of the American Pacific northwest clean of life, the government quickly walls off the area as lingering effects take shape. Anomalies, objects and spaces that exhibit impossible properties. Instability storms, areas where miles of matter are unravelled and recreated in new forms in minutes. Most creatures other than insects and birds die, but strange mutated creatures are still seen.

Citizens are evacuated. The Olympic Exclusion Zone is established. The zone spreads. Another wall is built. And another. Eventually in 1985 the zone was officially abandoned, sealed off, its existence ignored. But the anomalies remain, the zone continuing to expand…

A nameless courier driving past the outermost wall survives being pulled in through a rift in space and accidentally bonds with a remnant. An anomalous item, this one takes the form of a 1983 station wagon. All remnants will inevitably drive those that bond with them to obsession and insanity, driving them deep into the zone to meet their deaths.

Thankfully you're not alone. Three people refused to leave the zone after the government gave the evacuation order. Doctor Turner herself, Doctor Francis Cooke, and former head of maintenance Tobias Barlow. With their help, you might just keep your sanity, break the remnant's curse, and perhaps uncover a few mysteries and prevent another disaster.

You begin this road trip with **0cp…**

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Absolutely nothing is known about the Driver you'll be taking the place of, so your age, sex, and other such things are for you to freely decide. You begin within the zone, standing next to a half-wrecked station wagon you feel strangely drawn to…

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This is a gauntlet, meaning that death will not end your chain, only force you to move on without anything you gained here. However, matter within the zone is constantly destroyed and reconstituted freely. Your bond with the strange intelligence within the remnant may allow it to revive you after death in Oppy's garage without losing the gauntlet under certain conditions.

Firstly, you cannot be more than one-hundred meters away from the remnant when you die. Second, the remnant needs a large amount of anchor energy stored within the ARC device to revive you. The ARC device can only store a limited amount of anchor energy, which can only be acquired from the anchors found scattered across the zone. Anchor energy has several uses, and you'll need to constantly collect, offload and expend it on various tasks both on and offroad to progress. If either condition is not met when you die, you fail the gauntlet.

Insanity is also a failure condition. Your bond with the remnant places you on a timer. It was noted that the remnant had been left alone for a long time without a bond and that the driver is already seeking the center of the zone. The three people helping you believe these mitigating factors will allow you to keep it together long enough to complete your journey.

Whatever the truth, you have **30** days at most to gather everything you need, penetrate the old security systems, and find the well before your sanity snaps. Assuming you don't waste time, mess up too badly, or choose your options poorly, that should be more than enough.

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Background

There is only one option. You'll take the place of the game's original protagonist, an unnamed delivery driver hired to bring sensitive documents to a location near the exclusion zone. Nothing is known about them. You may be a drop-in or have some kind of history here, though the choice may not be relevant during your time here.

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Perks

You get a 50% discount on a single 200cp, 400cp, and 600cp perk

100cp - The driver
Lots of people know how to drive a car but rarely more than how to get from A to B. You do, and can deal with everything from slippery roads to missing wheels. Go far off-road and still make a decent pace in a station wagon with summer tires. Get thrown into a spin by an anomaly and come out of it pointed the right way. Here, every second counts.

100cp - Seasoned scavenger
You need to scavenge for raw materials here and that takes time you don't always have. When you look at a container you know exactly what's inside. Backpacks, car trunks, coolers, you'll know if it's worth opening instantly. This sense becomes much less accurate when applied to something larger, like a cabin or trailer. It is useless for any area larger than that.

100cp - Fastest pockets in the northwest
You're in a rush here, and getting large tools in and out of your backpack can take precious time. Skip the juggling. Now, any object in your hands can be moved to any container you carry or be brought out instantly, or sorted around within those containers. Neatness counts.

200cp - Artifact finder
Not everything in the zone is dangerous. Some of it is useful, even essential. You have a knack for stumbling across oddities and valuables, picking the fork in the road that takes you past a field of resources or a wrecked truck with useful equipment inside. Other days this might only be a glimpse of a rare moment of beauty in the zone. Or seeing bigfoot in the fog.

200cp - Unknown frequency
The remnant's radio will sometimes turn on by itself and play snippets of…things. Alien music. Nonsense conversations. Philosophical musings on the nature of the zone and human consciousness. Curious, but unhelpful. Now that unknown frequency is picked up far more often and you'll hear old advertisements or ARDA messages from people long gone letting you know where a large amount of salvage can be found. Weather reports will warn you of anomalies nearby. Number stations give GPS locations of anchors. It varies. Post-jump, on a radio or even in your head you will continue to catch fragments of helpful information.

200cp - Echoes of the past
Nothing is truly destroyed by the zone. Areas of stability perfectly recreate objects, plants and structures, all with connecting roads and everything in appropriate locations. You'll find fully intact and legible records made by ARDA employees if you look, and in the future things once lost may always be found again. You'll have to look for them, of course. You might have to repair or recreate them from scratch, and may need to expend enormous effort in the process. But no matter what, anything that is 'lost' can always be found by you again with enough effort.

400cp - Anomalous sense
If your mundane senses tell you what reality is, this one tells you when reality is not. Whether it's the impending collapse of a stable area, the locatized distortion of an anomaly, or the incredibly specific wrongness of a remnant, you can perceive it. In time you might be able to recognize the general kind of wrongness you're dealing with, but this is not an exact sense. Post-jump, this sense will notice anything that is distorting the laws of physics.

400cp - Gearhead
If you plan to make a living as a driver, it pays to know how to fix a car. In a situation like this, it's even better if you can do it fast and without access to decent tools. You're a skilled mechanic and you know the ins and outs of cars of all kinds, and when your life depends on getting something fixed immediately you only work faster and better. You're also fully capable of jury-rigging and figuring out how to make something that has no business being on your car's roof get there and stay there. Don't expect it to look good or be anomaly-proof, but it'll stick.

400cp - DRIVE
Sometimes, getting from point A to point B as quickly as possible is all that matters and when it does you're very, very good at it. So long as 'get there fast' is all you're doing, you drive (or move) much, much faster, slam through obstacles of any kind as if they were far weaker than they should be, and it's nearly impossible for you to flip, spin out, or crash. Don't expect doing this to be easy on your vehicle (or your body) but when you gotta go fast, you go.

600cp - Olympian body
It might be the connection to the remnant, or a quirk of the zone, but you seem to have a very durable body. Get fried by radiation, scoured by acid, shocked and bludgeoned by gravitic distortions on a regular basis? You don't seem to suffer permanent damage and with time, food, and attention, you will eventually fully recover from anything. Physically you're also very hard to injure. You aren't bulletproof, but you can walk off little things like not being buckled in when your car rolls down a hill. Please resist the urge to play in the anomalies.

600cp - Living anchor
Soaking up anchor energy has made you more solid than most things in the zone. An instability storm needs a long time to unmake you, though lingering in one presents other dangers and anomalies can still kill you if you jump into a cloud of acid. Even then, there is an immutable core of 'you' that can never be destroyed. Even if your body is transformed, your mind wiped, your soul fragmented, you remain, intact, on a level beyond that any others can reach. Nothing can be done to you that cannot be un-done, because the only 'you' that matters remains inviolate. This also means that in some circumstances you'll retain a level of awareness and might remain able to communicate with others or exert some kind of influence.

600cp - Ideal candidate
For whatever the reason the remnants do it, you seem oddly appealing as a host/partner/victim and they or similar objects and entities when offered the slightest chance will be eager to bond with you. The more malicious ones will be in for a surprise, because not only can you not be harmed through such bonds or suffer any harm simply for having that bond, you can, at any time, sever it and metaphorically blacklist them from ever reconnecting.

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The Remnant

After arriving here you'll be bonded to a remnant, an item with anomalous qualities created by exposure to the zone's energies. By default it takes the form of a 1980's era station wagon, but you have the option to change that if you need more points or have some to spare. Despite the car's mundane exterior, your bond gives you an instinctive knowledge of the car's location and so long as you stay inside it will completely protect you from electric discharges, radiation, acid rain, and all the other hazards of the zone. Some anomalies may bypass this protection, and gaps or enough damage to the car's body will remove it entirely.

+600cp - Motorcycle
You fool. A motorcycle does offer some advantages. It's easier to go offroad and there's fewer parts to maintain but the downsides are immense. You are completely exposed to the dangers of the zone, you can carry only a tiny amount of supplies and salvage, and the capacity for modification with additional devices to deal with specific problems is almost nonexistent.

+300cp - Compact
If you're tight for points, this might be an acceptable compromise. Cars of this size are smaller, with much less room for storage and modification. It also can't take much abuse from anomalies so you'll need to be more careful when driving.

Free - Station wagon
A good mix of all the qualities you'll need to traverse the zone. Its real strength is the capacity for modification, putting those back seats, roof and frame to new use as mountings for custom devices that can be easily swapped out to deal with each new danger.

300cp - Pickup truck
Sturdy, reliable, and with more storage space than you'll know what to do with, this would be very useful to have on your trip through the zone. Enclose the bed to fill it with every gadget you need or scrape an area clean of salvage and haul it all away. Maybe even both.

600cp - Motorhome
Well…why not? Don't expect to go offroad with this, and you'll regret every tiny mistake made when driving. But you are going to be practically living in your vehicle for your time here, so you might as well make it livable and the creature comforts alone will help keep the stress of dealing with the zone at manageable levels. It also offers lots of space for storage and modification. Driving this through the insanity of the zone will be a slow affair, but with foresight and the proper preparation it will also be far safer. As if the remnant approves of your choice it seems more durable than it should be, standing up to anomalies and continuing to function, even just barely, long after the other choices would have broken down.

Remnant upgrades

The remnant itself is otherwise not capable of doing anything a normal car cannot, and that isn't enough to see you through the zone. You'll need to salvage materials and craft devices that can be installed to expand its capabilities and improve your chances of survival. Unlike anything you might acquire or create later, these upgrades are an inherent quality of your vehicle and they don't interfere with or are lost by later modifications.

Free - ARC device
Mounted on the front passenger seat, created by Dr. Ophelia Turner and connected to the network of sensors and computers she's constructed over the years, this device is essential to traversing the zone. It generates maps of areas of stability, monitors for signals, interfaces with whatever devices are installed, monitors the conditions of the remnant and stores anchor energy you collect for later use. Two other features are an extremely short-range teleporter to help if your car is flipped or stuck, and a matter transmuter that can heal most injuries. Both of the latter functions will cost an enormous amount of battery power, though.

Free - Tool bench
A small selection of tools and a fold-out worktable mounted in the trunk. Don't expect to do much with this, but it'll make repairs in the field a little easier and give you the means to craft basic supplies if you're desperate or unlucky.

100cp - Resource collection
There are many devices you can attach to collect fuel or recharge your battery. All of them have a condition that must be met - refining fuel from rainwater, solar panels, etc. Pick a canon device or make a custom one with an appropriate limitation, and in the right situation watch your tank refill or your battery recharge. You may purchase this multiple times.

100cp - Extra seat
Normally the Arc Device would be mounted in the front passenger seat, keeping you from installing anything there. You've got a better and more compact version that replaced the dashboard, with anchors shoved into an alcove where the glove compartment used to be. Don't laugh, that's one more slot to install something that might save your life.

100cp - Deeper reserves
Fuel and battery power are resources you must remember to manage. There are a few ways to recharge or refuel on the road, but running out of one or the other is a real risk on long journeys that is made worse by the need to power devices and damaging anomalies that can sap your reserves of both. Taking this upgrade will increase the amount of fuel or power your vehicle can hold by 50%, and you may purchase the upgrade twice for both.

200cp - Good old American steel
In the beginning, or if you're desperate, you'll have to get by on spare tires and parts that are more duct tape than metal. Anything you install will now have a minimum level of durability and functionality. Even if your roof gets torn off and all you've got is a plastic tarp, it'll still act like a layer of steel plate when it comes to keeping nasty things out once you strap it on. This does include windows and otherwise fragile internal bits.

200cp - More power
Feel free to start grunting, no one is around to hear. Whatever engine is installed within the remnant, it's flatly 50% more powerful without costing you any more fuel. Go faster, go up hills, and keep going no matter how much junk you've bolted onto the roof and stuffed in the trunk.

200cp - Expanded storage
You'll need to collect materials on the road, bring tools to work with and supplies for when things inevitably go wrong. Your trunk will quickly fill up, even if you bolt on some extra boxes. This is a simple upgrade. Your trunk space, along with any containers connected to the remnant, are now bigger on the inside. Twice as big. It may not sound like much, but you will come to appreciate it when survival depends on what you have on hand.

300cp - Long car is looooong
You can't call a tow truck into the zone if your car gets stuck in a ditch or atop a concrete divider, and relying on the teleport function too often risks killing your battery. Thankfully your remnant is a little more anomalous than usual and it's now quite flexible. Watch it wriggle over a big rock, suck its sides in to squeeze between trees, or stretch to tip-toe (tip-tire?) past patches of dangerous ground. If the remnant ever gets flipped it could squirm to get right-side up with little trouble. Its rubbery construction also makes it more resistant to impacts and explosions, but it's no bumper car so don't overdo it. You're not so flexible, so be prepared for a lot of discomfort if you're ever inside while the remnant needs to twist itself into a pretzel.

300cp - Underlayer
Outside of physical damage and the unique nature of the zone itself, electric shocks, acid, and radiation are the three most common dangers to your car here. This upgrade will flatly improve the remnant's resistance to all three damage types. While this upgrade is inferior to the protection afforded by dedicated equipment, it stacks with whatever you install and applies to every part of the remnant. It also seals your remnant's body more effectively, making it harder for hazards to bypass its protection and harm you directly.

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Items

You get a 50% discount on a single 200cp, 400cp, and 600cp item

Free - Oppy's gas station
An old gas station and garage converted into a workshop and later abandoned by Dr. Turner. When you leave here you'll get a cleaned-up copy attached to your warehouse or placed in a location within your current jump. It can be staffed by followers to operate like a normal business and retains whatever upgrades and modifications you make to it. Some features like the pneumatube system remain but are not connected to anything.

Free - Mechanic's headset
A headset with sensors and a HUD. The integrated computer will help you by marking waypoints, identifying anomalies, and recognizing mechanical faults in the remnant and giving advice on how to fix them. A transmitter allows for the people you meet here to communicate with you and receive information scanned by the headset to help you on your way. Post-jump, it can be freely combined with any appropriate item you already possess.

100cp - The comfiest chair
Protect your ass. You're going to be doing a lot of driving, and that means all the problems from sitting down for a long time. This driver's seat is very comfy and prevents sores, stiffness, and all the other little problems that would result from being stuck in one position for long periods.

100cp - Driving gloves
A pair of stylish driving gloves. Guaranteed to always remain clean, keep a good grip, and never irritate your hands even if you never take them off. While not something you want to stick into an anomaly, they are more durable than they look and are insulated against minor hazards.

100cp - Hand pump
A very small jerry can with a built-in hand pump to siphon gas out of cars and containers. Normally loaded in the trunk, stuck in a harness of anomalous goo. Buying this upgrade will allow it to pump 'fuel' out of anything that uses any sort of mostly-liquid fuel, and use what you collect to refuel anything else that runs off any sort of mostly-liquid matter.

200cp - Ultimate poncho
Olympium is a material with many useful properties, created by some combination of human experimentation and long exposure to the zone. Someone had the bright idea to try and make clothing out of it, and now you've got this shiny purple poncho to wear. It looks ridiculous, but don't laugh. The alloyed material is non-conductive, non-reactive, and radiopaque. It can also stop a bullet and is the closest thing to an armored hazmat suit you'll find here, but it's still a goofy-looking poncho in the end. At least it's waterproof.

200cp - Bunny hop
Bunnies are anomalies that resemble tumbleweeds made of scrap metal. They roll around before leaping at anything nearby that draws their attention but otherwise show no sign of real intelligence. Three seem to like you, and each one can be called to appear and provide a little help once every 24 hours. The green Happy Hare can provide some healing to both the organic and inorganic. The blue Hopped-up Hare can partially recharge your batteries. The red Boom Bunny can explode and make a hole in a brick wall big enough to drive through.

200cp - Big Dan's gas station
Big Dan's is a chain of gas stations you'll come across in the zone. That, or the zone liked one enough to make a lot of them. Besides having some gas to siphon, it seems that every station has just one thing that'll be handy to your situation. A car part, a tool, or just canned food. Post-jump, you'll own a few Big Dan stations and the business will basically run itself, netting you a tidy profit. You can change the branding and general design of the stores if you like.

400cp - Anchored stations
It seems that Dr. Turner reinforced several areas against instability when she was working in the zone. These aren't equipped the same way that the garage is, but they'll stay stable long enough for you to rest and wait for instability in nearby zones to subside. This means you can drive back later instead of spending anchor energy to create a gateway back to the garage, and a place to sleep and perform basic repairs in safety will take the edge off those twelve hour trips. Post-jump, you'll occasionally stumble across small areas of relative safety in even the most hostile locations.

400cp - Pneumatube system
Some technologies inexplicably break down in the zone, and the most success ARDA had in maintaining communications was with an archaic pneumatic tube system. Somehow it continued to work perfectly even as reality was constantly being rewritten. You have a master key to the system, allowing you to send and receive items (that can fit) through any deposit boxes you find while on the road. You can even retrieve small items from the garage storage through the tubes, even if you didn't load them into a cylinder first. Post-jump, you'll find all of your properties connected by a similarly anomalous yet reliable system that only you can grant permission to access. Even if they are on different planets or planes of existence you'll be able to freely send or summon small items between them without fear of interception.

400cp - Friendly dumpster
Known well enough to Dr. Turner that she recommends you regularly interact with it, this anomaly seems almost friendly. An ordinary looking dumpster except for the luminescent blue growth that fills it, the dumpster either moves around the zone freely or is one of many. Give the dumpster a pat now and then and it'll spit out things. Things you misplaced, crafting supplies or at least a few flares. Rarely you'll get far more valuable resources. Post-jump, the dumpster will provide a steady supply of all the crafting materials unique to the zone.

600cp - The Well
Created or maybe only located in the early days of LIM-tech development, the Well is an enormous source of energy that mostly manifests as gamma rays. It's a fascinating subject of study, but be warned that this is not something to be toyed with. Even a brief uncontrolled energy release can cause enormous damage, but those same energies in just the right conditions can imbue objects with anomalous properties, creating remnants. Post-jump it will be attached to your warehouse, but if for some insane reason you want to risk creating another zone you can place a copy of it into a world. Your version does not function as an afterlife and is guaranteed to not be a portal to extradimensional spaces filled with malevolent entities.

600cp - LIM-tech database
Short for Unlimited Frequencies, the use and abuse of this technology created the zone. Even then, little of it is inherently dangerous. Many advances were made simply by refining the technology, and studying the detritus of the zone led to discoveries in many fields. This ancient-looking hard drive contains Doctor Turner's foundational research that started this entire mess, as well as detailed notes on all the experiments that happened afterwards along with extensive documentation of anomalies and the unique materials produced by the zone. The database does not contain the answers to many mysteries or a fool-proof way to safely develop the technology, but if you complete her work? It's impossible to say how far this can take you.

600cp - Portable anchor
Unlike the prototypes rushed out in a futile attempt to stop the spread of the zone, this anchor device works as advertised. In a fifty-meter radius the laws of baseline reality are enforced and you won't need to worry about instability storms unravelling your immediate surroundings. Most anomalies will vanish when within the anchor's range, but the anchor can do nothing against those on the level of the Well and Colossal Cappy. Be careful, as the anchor won't un-transmute hazardous materials already created by the zone, and trying to ride out an instability storm with this may leave you kilometers in the air or entombed deep beneath the earth as reality changes around you. Post-jump the anchor has an off switch, and it will severely inhibit any efforts to distort certain fundamental laws within its range. Time, space, causality, tropes, common sense, etc.

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Drawbacks

+100cp - Noises
The wind in the trees, the song of birds and insects, the crackling of anomalies, and the footsteps approaching from behind. There's nothing there when you look, but the zone is full of strange sounds. Echoes of past conversations, the howls of impossible creatures from far away, and quiet sounds that almost seem invented by the zone just to unnerve you. Pay very close attention, or you'll ignore the sounds that warn of real threats.

+100cp - No talking
The remnant is an average car and is not equipped with a two-way radio. Even if you find one, you're now as much a silent protagonist as the original driver and unable to vocalize in any way. This doesn't stop you from finding other ways to communicate, but it won't be long before you don't even remember the sound of your own voice.

+100cp - Tourist season
This was a nice area before all the tourists moved in, and they are everywhere. These bizarre mannequins can be seen crowding the peninsula, acting out the behaviour of the people once living here. Homes, shops, parks, all filled with silent statues that disappear the moment you look away and return to new positions when you look back. In the deep zone, amalgamations of tourists will become even more disturbing and explode with greater force.

+100cp - Common hazards
The zone's environment is constantly shifting, but there's always one problem that persists through every trip. It's entirely random, and changes after you return to the garage through a gateway. Perhaps the sun did not rise that morning, or the zone is coated in a thick fog that distorts the appearance of things within. A storm that never ends, or background radiation means you must spend as little time outside the car as possible. Depending on your loadout this might be beneficial at times, but there will always be downsides.

+200cp - Clever girl
The presence of an anomaly is usually obvious and it won't be long before you get the hang of dealing with them, which is just 'go around.' Many of them are now far more subtle in appearance and varied in nature. That tree leaking so much sap? Full of pressurized acid on a hair trigger. The guardrail that's shiny like new? Electrified. That giant boulder sitting in the middle of the road and humming slightly? Who knows, better give it a wide berth. There will always be signs that give them away, if you pay attention.

+200cp - Slim pickings
The zone's instability endlessly destroys and re-creates a huge variety of objects in different combinations. Just not things of much use to you. Perhaps it's using the time after a thorough evacuation as a template? You'll find a severe shortage of easy salvage here. There are still wrecked cars, abandoned homes, ARDA trailers filled with computers and lab equipment, but getting what you need is going to take much more work. Either in time searching, or breaking down what you find into useful forms. Zone-spawned resources like marsh eggs and tree candy are also in shorter supply. You'll need to be frugal and carefully manage what you find.

+200cp - Privyet stalker!
Scavengers, explorers, conspiracy theorists, reporters, the lost. The existence of the zone is not unknown, only the extent of its strangeness and the walls the government built are in no way insurmountable. Some of these people have been dragged in by an anomaly like you and are trying to get out. Some have already gone mad by the time from stress or having remnants of their own, while others are here for more official business and don't want to leave witnesses.

+200cp - Mutant sanctuary
ARDA already knows that a few mutated creatures still exist here even if the higher-ups don't want to admit it. Now it seems like instead of reducing the animal population the instability only twisted them into new forms. Some changes are almost mundane, like giant caterpillars large enough to crawl over the zone walls and touch the ground on both sides. Others have become living anomalies, elk that passively create electric fields that get stronger the more of them there are or bears that exert a gravitational pull when they want something. A few cryptids are so mutated that they're utterly unrecognizable as any earthly form of life, and you won't have the slightest idea what kind of dangers they may pose if you cross their path.

+300cp - A car with personality
The driver's remnant can develop quirks. Shift into park, and the radio turns on. Harmless. Your remnant has an entire personality you can't get rid of. Does it like being driven fast and aggressively, smashing down anything in its way? Maybe it hates when you break driving laws, not using your turn signals or coming to a complete stop at intersections. The more you diverge from the way it prefers to be driven, the worse its performance and number of annoying quirks it develops. You can only learn its personality by observation over time.

+300cp - Whispers in the woods DLC
The Harmonic Fellowship is a group of ARDA scientists-turned-cultists who worship the zone, believing that anomalies are alive and that there is some kind of guiding consciousness behind it all. They may be right, and have learned ways to manipulate the zone in ways that seem far more like magic than science. The area of the zone they have influence is subject to new anomalies, constant darkness, and the Whispering Tide, malicious entities that may be creature, anomaly, or both. You will be noticed and invited to join the fellowship, and you cannot escape the zone without working your way through an investigation of the cult's 'god.' To account for the time needed, you have an extra **30** days to complete this drawback.

+300cp - Cruising blind
Dr. Turner is a genius that practically created the zone and has studied it for decades, but even she couldn't find a way for conventional sensors to monitor the zone reliably. That means no detailed maps, no locating places to salvage without triangulating signals or the mark-one eyeball. Portable scanners mounted on the remnant can still show you the immediate area, and roads still connect and can be followed. Navigating will be slower, something you need to pay far more attention to. Your compass seems to work just fine at least.

+300cp - GET ME OUT OF HERE!
Let's be honest. The way the game depicts it, the zone isn't all that scary. Avoid the glowing and clearly dangerous things, rifle through containers, pack lots of supplies, and endure a few timed challenges. Easy. Not anymore, with your incredibly low tolerance for stress. This place terrifies you, even in the light of day. The nightmares, the impermanence and irreality of it all. It will be a fight to confront dangers and dodge anomalies without losing your wits. Just when you start to get used to things, the zone throws a new horror at you and you're back to screaming.

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THE END

You've survived the zone, and while you retain a bond to the remnant the danger to your sanity is past. Unless you can somehow alter the course of events, Doctor Turner will leave the zone, Doctor Cooke will remain to continue studying it, and Barlow is killed in an instability storm created during an effort to help you bypass the old security systems.

Turner will ask the driver, now you, to remain and work with Cooke. You may leave the jump now, or spend up to ten years here exploring the zone or the otherwise mundane world.

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You get to keep the remnant, of course. It has 'calmed down' somewhat, and any existing quirks are corrected and it will never develop more quirks in the future.

Decide now whether or not there's some kind of intelligence buried under the hood, so to speak. You may also choose to keep the remnant as it is for now, or mix it with another vehicle you own. Import something into it, or make something else a little less real (and maybe with some strange blue goo threaded around the engines, if you wish) for free.

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You may try to convince Turner, Cooke, and Barlow (if he lived) to become companions for free. Turner will be very difficult to convince, and knowing that some part of Barlow remains 'alive' in the zone means that Cooke will refuse to abandon him. But if both survive and they accept your offer they will share a companion slot with the effects of perks divided between them.

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And the last choice.

Do you wish to **go home**, **stay here**, or **move on** to even stranger places?