There is no other path to the gates.
You stand astride, gazing forward at the challenge ahead.

An endless road lies behind and ahead, filled with semi-trucks - their drivers naught but faceless automatons. They have no other purpose, no other goal. No drive but to endlessly charge forward and carry you to your destination.

Were it so easy.

The road will be hazardous. Full of obstacles and trouble.
The road will be long.
For Valhalla awaits.

Fair ye well, traveler.
And beware the eternal traffic jams.

For your journey will be a complete...



INTRO

With the drama and mystery out of the way, allow me to welcome you to the endless road that is Clustertruck.

The Challenge is simple: You will, run, jump, climb, duck, dip, dodge, dive, and flail your way across the world on the back of the Semi-Trucks that endlessly drive across the land until you reach the end - until you reach The Gates, beyond the fiery realm of Hell.

The Caveats: You will be allowed to take in everything you currently own and make use of - Perk, Ability, Equipment, everything. **EXCEPT ANYTHING THAT WOULD ASSIST IN MOBILITY.** You will not be teleporting, time-stopping, flying, wave-dashing, webswinging, or any other nonsensical action to your finish line. No - all you will have for the act of navigating these trials will be what you purchase here, and your own two feet.

As well, the only surface you are allowed to touch are those of the Trucks. There will be no weak actions such as “jogging” here. Hitting the ground or any obstacles in your path will result in your progress being reset - to the start of the current realm you find yourself in.

Loss: Failure is reached by one of two options: Voluntarily giving up, or failing to make meaningful progress within a 5-minute-period. If I were to offer anymore time, I’d be coddling you.

THE MAP

You will progress from The Desert to Hell, in this order:

The Desert:

An expanse of sandy dunes and blacktop, the journey here will be easily accomplished.

The Forest:

Forgotten roads, trees, and an endless amount of seemingly preconstructed wooden obstacles.

The Glacier:

The road is frozen over and slick and the world is now filled with strange wooden mechanisms that frequently serve as your obstacle course Here is where it truly begins - also, you just missed your jump.

The Realm of Lazers:

There is no other way to describe this land. You will be surrounded by strange machinery that constantly emit solid red beams of light that flash, move, rotate, and flicker off and on, whilst the constructs and buildings around you move and sway erratically. Contact with the lasers will constitute reseting your progress.

The Medieval Pass:

An endless wood-and-stone bridge with siege engine assaults, battering rams knocking trucks off of the edge, flamethrowers and launch pads galore.

The Ancients:

Long stretches of ruins, and then the world turns against you - the ruins revealing hidden traps and weaponry, the land itself tilting left and right erratically, massive boulders rocketing at your - yes, YOUR - location at any given moment.

Science-Fiction:

High-tech buildings and plenty of bright, distracting lights, accompanied with an appetizer of homing rockets and anti-gravity fields. With a main course of massive technological marvels meant to utter annihilate a roaming convoy of trucks in one passing.

Steampunks:

The more esoteric, Industrial Victorian cousin to Science-Fiction, now with billowing clouds of steam everywhere that trigger fiery explosions from any trucks that pass through them.

HELL:

The last world you traverse through, no challenger has made it passed these burning pits to this day. The impassable cliff of those who ride with the Clustertruck. It is beyond this fiery domain that you seek The Gates of Valhalla - past the fiery domain of the one known as... **TruckSatan**. Consider this one of the few times you must engage in direct combat, and this titanic being's only weak point - the only way to defeat him...

Climb the white trucks patterning his body - made entirely of red and black fiery semitrucks - and stomp on the top of his head.

And with that, I leave you to your trials.

+0 CP

THE UPGRADE MENU

I can already hear your thoughts. “But you gave me nothing to buy any of this, how do I afford anything?” Just read through and after the menu you’ll see. Four-ten?

Abilities

Back Truck (50 CP): Fuck up a jump that badly? Realize you screwed up and got sent flying off your ride? Back Truck. Zips you through the air to the last vehicular surface you were standing on. Your Back-Trucking has a cooldown of only eight seconds, although it’s usefulness is... arguable.

Double Jump (100 CP): Pretty much what the name is on the tin. After the apex of your jump, you can jump again. Only works the one time though, least until you land. Should be enough to get at least a bull dog’s length to another truck-top.

Air Dash (100 CP): A quick air dash. Six-second cooldown. Enough propulsion to just barely clear a wiggle wagon with doubles. What else would you need?

Levitation (150 CP): Quick bit of personal-use-only levitation that allows you to stretch out a jump or glide for an extended period of time, or even quickly slow your velocity - in case you were just about to overshoot a landing or needed to change your direction mid-air. Has another cooldown of about six-seconds.

Blink (150 CP): A short-range (as in, about the length of bull frog) teleport. On initial activation, creates a blue targeting reticule showing where you’ll wind up if you finish that teleport - allowing for adjustment. Has an 8-second cooldown, and can be used on the move with some precision.

Abilities

Truck Boost (200 CP): Use of this ability causes a small whipcrack to echo through the air as the truck you’re currently riding on will suddenly rocket forward at twice the speed it was moving before - the initial boost tossing it’s fellow trucks out of the way like rice. Has a cooldown of ten seconds between boosts.

After this Gauntlet (assuming you complete it) this Boost will apply to whatever transportation you find yourself riding. Note, this is “riding” - the only way this’ll work on your fancy spaceship is if you’re standing on top of it.

Trucker Flip (200 CP): Look at you being a Billy Big Rigger. I hope you have fun with this - just try not to do it to too many people’s expense later on. At will, you can cause the truck under you to do a violently-destructive flip. Sounds useless at first - until you get sent flying upwards a good 20-or-so feet. Look at this as a jump booster.

And yes, if you succeed at this Gauntlet, you’ll get to do this with other vehicles and modes of transportation. Just again note - you have to be riding on TOP.

Abilities

Time Slow (300 CP): Unlike the utterly-busted watch the first bambi tried to use which utterly broke things, your time slow does NOT run a chance of destabilizing the universe. Activating this ability causes a tint of blue to color your vision as the world around you slows down - the ability lasting a whole thirty seconds, and causing each second to stretch until it feels like ten seconds. You can activate and de-activate at will, but the ability’s cooldown - another thirty seconds - won’t activate until you use Time Slow’s whole thirty seconds.

Trucksolute Zero (300 CP): A nine-second time stop that freezes everything BUT you for the duration. Has a cooldown of five seconds. Seems to be accompanied by the sound of loud honking noises, crashing, and horribly tuned dubstep whenever activated.

Abilities

SUPER TRUCK **SUPER** TRUCK (500 CP): For the duration of this jump, all of the trucks turn red and the world becomes a stark white. From this point onward, the trucks and world around you only move at their natural speed when YOU move. When you stand still, it all inches along - as if being looked at through a slow-motion camera. Post-jump, you can set this ability to work on the world around you for 48 hours of runtime each week. Any hours used are refreshed after a week - no stockpiling.

THE UPGRADE MENU

I can already hear your thoughts. “But you gave me nothing to buy any of this, how do I afford anything?” Just read through and after the menu you’ll see. Four-ten?

Perks

Truckin’ USA (Free): You didn’t think the only thing you’d be able to listen to would be the roaring wind and the ungodly racket of truck horns? Now you have a radio station accompanying you, one that can be heard by anyone anywhere - that exclusively plays rock and roll music from the 70’s and 80’s.

Leg To Stand On (Free / 100 CP): Have a boon on the pickle park - because let me tell you. You’re gonna need it. With the amount of ridiculous jumping and nearskydiving you’re gonna need to do to navigate these courses, normal people would be pasted from the fall alone. But fall damage is not your concern any longer - least, not while you’re Clustertrucking. You could fall thousands of feet at terminal velocity, and hit the ground just fine - assuming something didn’t land on you immediately afterwards.

Course, if you want to KEEP this boon past these lands, you’ll need to cough up some CP (see the price tag).

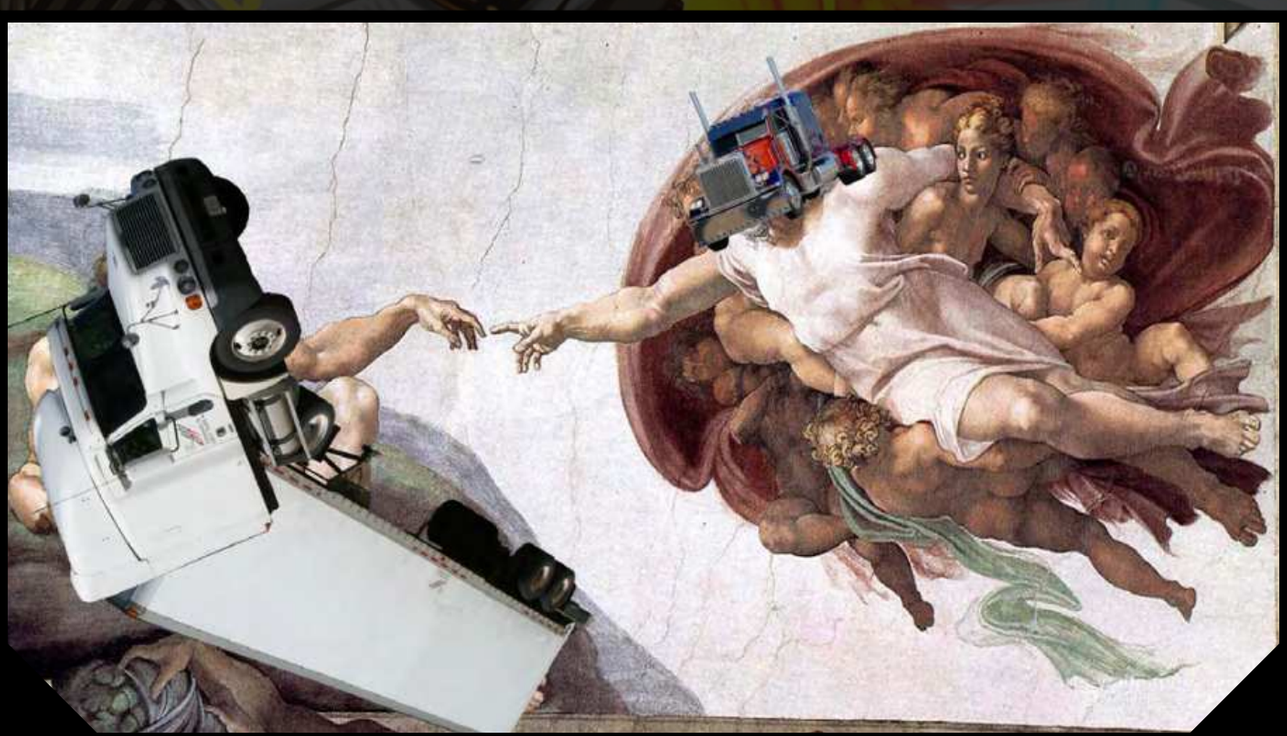
Balance In All Things (100 CP): I won’t lie - the truckers here drive like either crazed lunatics or fanatics with a religious need for speed. And their steering is not the best - as a result, you’ll need to compensate. Have a hand with that - now so long as the surface you’re standing on hasn’t gone completely upside down or vertical to the ground, you can keep your balance on it no matter how pitched or violently it moves. Surf the convoy.

Shiny Side Up (100 CP): I’m not gonna sugarcoat it, driver. You need balance, athleticism, and most of all - a whole heaping lot of luck to make it through this. That’s where this comes in, a small purchase and I can get Lady Luck to give you a kiss - You’ll need it. Now you’ll find yourself just a smidge more lucky on your route to the home twenty, and even after the fact.

Perks

Hundred Miles (100 CP): You need stamina, above all else right now. You can run and jump all over the world but if you run out of energy - well, that’s going to be the make-it-or-break-it point. With a purchase of this little number, you’ll find your stores of stamina and physical energy reach new bounds - enough that you could go through strenuous exercise for a week and the only thing sore would be your muscles.

10-33 (100 CP): You’ll be running into a lot of these, mark my words. It’ll help to be aware of them either BEFORE you reach them, or before it becomes a problem, or... Well, really awareness will just be helpful all in all. And now you’ll find your own spacial awareness expanding - never again will you find yourself wondering “WHAT JUST HAPPENED?!” during the Clustertruck, for even during the most chaotic and crazy of levels, you’ll have it all under control.



THE UPGRADE MENU

I can already hear your thoughts. “But you gave me nothing to buy any of this, how do I afford anything?” Just read through and after the menu you’ll see. Four-ten?

Items

Trucker Hat (ABSOLUTELY FREE): It’s a trucker hat. Has a little logo of your choice on the front and the brim’s perfect for keeping the sun out of your eyes.

Rickety Jetpack (50 CP): In case the Air Dash was a might bit expensive, here you go. The Jetpack automatically refills it’s fuel after landing, and has just enough oomph to clear a bull frog. Although it does absolutely nothing to gain or conserve momentum, unfortunately.

Grappling Hook (100 CP): A... grappling hook. What are you saying that’s not enough? Fiiiine. This grappling hook is always at your beltline, with an automatic reeling system - both for if you fail to latch it on to something, and for if you do, for the reel is backed by weird unexplainable bullshit that will ensure YOU are always pulled to where IT connected. This way, even you bastards that weigh several hundred tons and need to go on a diet can even use the hook.

Portable Truck (200 CP): In your hand you’ll find a small, round... object. Hard to describe what it is really, but it’s purpose is for throwing. Upon making contact with a physical surface, the object will disappear - spawning in a driverless Mack truck. The object will then re-appear in your hand eight seconds later for another round of throwing.

Bingo Card (50 CP): These cards held stamps from each state a trucker would operate in, and you’ll find one stamp per land you clustertruck through. And after these trials, should you continue on? You’ll get another stamp per world you find yourself in.

Loyal Steed (250 CP): Well I didn’t think it was possible - not only is there a wild truck that has taken a liking to you, but astonishingly enough it’s driving around without a trucker at the cab. And during this Gauntlet, you’ll find this most loyal of trucks at least once per “level,” bulldozing it’s brethren out of the way until it inevitably succumbs to the environmental challenges.

After this Gauntlet, you will find this truck awaiting you - either in your Warehouse or on the first street you have access to. The Truck comes in a paint job of your choice and seems to still be sentient and alive despite being entirely mechanical.

Hundred-Mile Coffee (150 CP): It’s... name on the... very literal tin, really. Normally just considered “very strong coffee” for those driving all-nighters and weeks on the road, consider this blend - one of my favorites - a literal interpretation. A cup of this will keep you going for a week without sleep, and you’ll find similar results adding it to a vehicle’s gas tank. No, don’t ask what’s in it, just enjoy no shutter trouble and hammer down. The tin refills an hour after it’s been emptied.

Breaker One-Niner (200 CP): It’s a small pocket-book with a guide to trucker lingo and a small table showing 10-code, and a handheld radio - big whoop, right? I mean, what’s this even going to do for you in the long run? Well you see, despite the clustertruck mostly communicating through loud horns, the simple FM is still in use - and by using the handheld radio and communicating using the pocketbook’s lingo, one can almost guide and herd the trucks towards particular ends. It’s a bit like herding cats unfortunately, but I guarantee this will be more helpful than not on your trials.

Oh and uh... If by some measure of luck you do succeed here, this little number will synergize with the two rewards quite nicely.

DRAWBACKS

Now that you're aware of what is available for purchase, let's discuss how you'll be able to afford it. Let's make a deal.

Where The Blacktop Ends (+50): Get ready for a bumpy ride, clustertrucker. And yes, I mean that exactly. Many of times the ride, while you will be dodging obstacles and the trucks will be swerving and bumping into each other, would normally still be going smoothly. Now? Now it's like the ground you ride on is perpetually full of gravel, dirt, stone, and random bullshit. Also means if you hit the ground it's... going to be decidedly more painful than usual.

Midnight Highway (+50): You have one more world to traverse through before going to Hell and facing TruckSatan - and that's Halloween Town. Expect a never-ending storm of explosive pumpkins, swinging bones, bats flying on an errant nosedive towards your truck, and pitch-blackness lit only by torches, jack-o-lanterns, and eerie will-o-the-wisps.

Dashboard Melting (+50): Hope you enjoy The Glacier world, because you've got another one to run through before reaching Hell. Enjoy more icy roads and slick falls, but with a cheery holiday twist as you've entered CHRISTMAS Town. Massive Christmas tree obstacles, strings of lights throwing trucks into a wintery abyss, reindeer-induced pileups and explosions, and a fat red bastard flying around in a sleigh throwing cheery explosives at you while ho-ho-hoing.

Jerky Jalopy (+200 CP): You're about to start yelling for the maniacs in the cab to go back to driving school, because the already erratic driving skills of the faceless truck drivers? Are about to get a whole lot worse. Brakes will be slammed for no reason, they swerve worse than drunkards, and there will be accidents and pile-ups every few minutes.

Shut Up & Drive (+100): Every truck driver has hit the pedal to the floor and the truck roars in response. You'll find the speed of traffic has increased dramatically - now instead of going highway speeds of about 75 miles per hour (121 kmh for the rest of ya'll), everybody has hit the gas and now it's time for almost twice that number. 120 MPH (or 193 KPH) is now the speed you must contest with, as the trucks now continue to fly in a mad dash towards oblivion.

Burma Shave (+100): Get used to attempted discouragement. Along with the regular obstacles you will face, you'll now have road signs popping up everywhere with rude, mocking, and demotivational statements (many of them regarding your ability and skill). As if this weren't bad enough, more than half of these signs are going to be placed such that they become obstacles in-and-of themselves.

Rush Hour (+100): Now where do these idiots think they're going? Looks like you got more platforms to use, as there's always a convoy of trucks headed the OPPOSITE direction of the convoy you're riding on. But it does mean you're going to be dealing with a lot more accidents and carnage every round.

Ignition (+200): You thought the trucks had a nasty habit of exploding when in an accident before? Now it's absolutely absurd - a simple bump or flip is enough to send these wagons up in flames.

Racin' the Red Lights (+200): Aww mercy me, Clustertrucker. You gone done and got in trouble with a bear cave* and now there's nothin' but wall-to-wall bears* barreling down on you. While this does mean you can use their gum ball machines* as stepping stones as well as the trucks abound, it won't be easy. The bears* will be doin' everything in their power to disrupt your journey - ramming into the other trucks, ramping up wreckages to crash into you, creating obstacles and blockades, and keeping a Kojak with a Kodak* running at all times to track your progress. Good luck, trucker.

*What'm I talkin' about with alla this? I mean law enforcement, of course! Bears are officers, gumball machines are police cars, and Kojak is an officer running radar.

DRAWBACKS

Now that you're aware of what is available for purchase, let's discuss how you'll be able to afford it. Let's make a deal.

Trouble on the Turnpike (+200. Requires Racin' the Red Lights): You gone and done it now, son. Now they've got bears in the air*, flying donuts*, wicked Evel Knievels* weaving through traffic, and worst of all? Permission to use ammunitions. Godspeed, Clustertrucker.

*Police helicoptors, motorcycle officers, and all that other nonsense. And as they're bound by the same logic of Runnin' the Red Lights, yes. That means helicoptors hurtling right at you.

I Hit The Road and the Road Hit Back (+300): Prepare for pain, because that's what we're dishing out today. You know those lovely little durability perks, increased-health perks, and other such things which would make journeying through there so much less of a pain in the keister? Well. Now you'll find them all forcibly shut off. That's right, you'll be feeling the full force of each impact. From when you're skidding across the ground getting a nasty case of road rash just before the "level reset," to when you're slamming facefirst into a truck's side or cliffside, or even when taking the full force of that rocket. Have fun.

The Longest Road (+300): Nine worlds to traverse? Think again. There are now many, many more lands you must travel on the backs of these trucks in order to reach the end. How many? Well... let's take a look back at how many other worlds you've been to prior to taking this challenge. Each land will have obstacles and troubles thematic to where you came from - and hating on you, of course.

Highway to Hell (+300. Requires 'The Longest Road'): Originally I wasn't going to give TruckSatan any leg-up. I mean when you look at how many roads you've traveled, all the area codes you've lived in, he's at quite the disadvantage. But now? OH THINK AGAIN, BILLY BIG RIGGER.

TruckSatan is bigger and meaner than ever, and I've gone and given him a bit of help & advice from similar Satanic figures across the worlds and roads you've traveled. It's time to earn your keep, Clustertrucker. It's Omega TruckSatan blocking your way to the end, to the gates of Valhalla. Just remember - he still has the glowing weak spot on his noggin.

Let's Go To Heaven In My Car (+300): You've gained two things now. A new failure condition / objective, and a rival. For right there, running alongside you and leaping to great heights to traverse the Clustertruck, and capable of keeping pace with you, is a "Jumper." You now have to race this enigmatic individual - whose looks seem to be pulled from some simple Earth-dwelling human, yet conceals something more - to the Gates of Valhalla. Victory means your continued journeys. Defeat means your journey ends.

The "Jumper" can be killed or interfered with, but will simply re-materialize on a safe Truck within the same moment as their troubles occur. They are unfortunately a bit of a cheater as well, and can make use of their environment to traverse the Clustertruck courses. And whoever this racer is, they know the world of Clustertruck well enough that they can clear most worlds within one or two tries.

Twitch.tv/Jumper (+300): They created this world - The Developers. The enigmatic group simply known as 'Landfall Games.' And now these deific beings gaze down upon your Clustertrucking gauntlet, and find themselves entertained by such shenanigans - and want more. Now the world is thrown into flux - trucks growing one moment, shrinking the next. The track growing larger and monstrous, or the world itself becoming tinier and tinier as you struggle to stand on a safe surface. One moment the sky could be clear, the next it could be filled with fire, laser beams, and rockets. Your vision itself could become technicolor acid trips at the blink of an eye. Whatever The Developers find amusing WILL happen - know that your trials have only just begun.

VICTORY!



Here you stand, before the pearly Gates.
At least, I assume you're victorious.
Why else would you be here if you weren't?

Now, as per the terms of the agreement. The following rewards, bestowed upon you:

The Clustertruck: The endless convoy, the herd of trucks you used to traverse these lands. To defeat TruckSatan. To reach these Gates of Valhalla. The herd now sees you as it's master, and once a day you may summon this horde of radio-blasting, horn-honking trucks to charge forth into the fray. Or into rush hour traffic. Wherever and whenever you prefer.

The Grand Highway: Behold! The road which leads to all levels of existence, the road which parts through Valhalla. I grant you access to this road now - a long interstate highway on which rides all warriors who seek the open road. Once a day you may call down one of the Grand Highway's many on-ramps, and use it to travel to any other planes of existence within the specific universe you find yourself (unless otherwise noted). Yes, you can walk or drive on the Grand Highway - but the most preferred method is, of course, Clustertrucking.

Post-Chain, whether you succeed or fail at attaining your Spark, you may use the Grand Highway to reach all universes and planes of existence you have been to before.

Go forth, Clustertrucker.
Your destiny awaits beyond this land of cracked pavement and burned-out tire.

NOTES



Q: How long is Each World?
A: Ten levels long, each level taking a in a realistic-world about fifteen minutes or so, assuming it's an utterly perfect run.

Q: Does stamina count as assisting in mobility?
A: No, stamina does not count.

Q: Do I have to sleep?
A: Do you have perks that allow you to ignore sleep? If not, you will have to sleep although when you reset so does your level of energy.

Q: How Long will the gauntlet take without drawbacks?
A: However long it fucking takes for you to not be a screw-up, but it should not take more than a year.

Q: Can I just invulnerable my way through the obstacles?
A: You can be invulnerable and thus not take damage from obstacles, but that doesn't mean you ignore a reset.

Q: Can I companion Jesus?
A: Do you see a companion option?

Q: Does Back Truck count for spacecraft?
A: Yes.

Q: Does it work no matter the distance?
A: Yes.

Q: Do you speed up indefinitely or will my acceleration towards whatever it is bottom out?
A: You're stuck moving at a fixed rate of five-meters a second, you also won't be maneuvered around obstacles.

Q: But can I toss a car into space and then escape the atmosphere to show gravity that I'm the one in charge?
A: And then you're stuck on a car in space, good luck getting anywhere else.

Q: Does getting in a car and driving it count as standing on it?
A: No, it does not count.

Q: What counts as a vehicular object?
A: Is there a steering wheel, cockpit, or position where you drive the thing? If so, yes.

Q: Does grabbing onto something count as 'landing' on it?
A: No.

Q: Can I double jump indefinitely by creating a brief platform beneath me?
A: So long as both feet hit that damn platform, absolutely.

Q: Can the cooldowns on these abilities be lowered in anyway?
A: No.

Q: Can abilities integrate with combos if it makes sense?
A: Maybe?

Q: ...Or my combo that fists me without anyone knowing?
A: Absolutely yes and I wish you the best of luck in your deviant endeavors.

Q: Can I glue someone's feet to the semi and then count them as one companion?
A: No.

Q: Are you suuuuuure?
A: Positive.

Q: Reeaaaallllly?
A: Mhm.

Q: I HATE YOU AND ALL YOUR JUMPS NERFWHORE.
A: Get in line behind that guy I owe fifty dollars and two cases of Coor's to. NEXT!

Q: Is there a weight limit to Levitation? I bet it's only my body weight or something you nerfwhore.
A: Let's go with body weight, yes. Fatty.

Q: Can I hook Blink into hypervisor/hud/helmet/power armor/your mom/supercomputer/AI/transformers body?
A: Assuming your vision is somehow bionic and thus you can connect what you see to your bullshit, sure. Just the ability, no.

Q: Does Blink pass through things? I know in the gauntlet that's a bad idea but outside of it?
A: If you can see where the targeting reticule is, you can Blink there.

Q: Can Truck Boost be used indefinitely? Can I just keep doubling the speed of whatever I'm standing on? Can I Truck Boost a planet? How about something I've driving?
A: Yes, yes, no. Can't be driving, gotta be standing on top. Read the text.

Q: But what if I don't wanna read the text.
A: Then tough shit you're in Jump-Chain. It's gonna involve a bit of reading.

NOTES

Q: Can I Trucker Flip planets? A space station? Boats? Aircraft carriers? Mobile Suit? Spacecraft? Reapers? My wif-
A: If we're getting into technicalities, technically a Reaper is a massive biomechanical organism that just so happens to resemble and act like a spaceship- HICH DOTH MEAN IT DO NOT COUNT. USE COMMON SENSE WHEN IT COMES TO VEHICULARNESS.

Q: Can I move fast in the frozen time?
A: If you have fast, yes you can move fast. Otherwise you move as you normally would in the frozen time

Q: In the absolute frozen time can I interact with things?
A: Yes.

Q: What are the rules? Can I pick up and fiddle with something? Can I break things? Will they move if I stand on them?
A: Yes, yes and they will fall apart after the frozen time is spent, no they will not.

Q: If I use the frozen time for a quickie, when will she cum and can I escape the rape charge?
A: GET OUT OF MY KITCHEN.

Q: Is SuperTruck basically SuperHot?
A: Yes.

Q: Can I use Truckin' USA to play mental mind break music to everyone?
A: No. Strictly 70's and 80's rock-and-roll. And no, your band in Musician jump does not count.

Q: Can I balance on a surface with a tilt of 0.0000000000000000001 seconds?
A: Unless the tilt is straight perpendicular to the ground or you are somehow upside-down, or even mountain goats can't balance on that shit, you can balance on it.

Q: Can I harvest infinite energy from my infinite stamina with Hundred Miles
A: No. It's entirely arbitrary amounts of stamina. Now if you have a magic system or some shit that uses Stamina, yeah you could.

Q: Can I upgrade the rickety jetpack and keep the automatic refueling?
A: ...You know what sure, it's a piece of shit otherwise?

Q: If I'm a fatass can whatever the grappling hook attaches to break?
A: That's entirely dependent on how fat you are.

Q: But somehow I will always pull to where it connects- even if I'm heavier than it?
A: Yes, that part is true. It's after you reach the end going however-fucking-fast-you-are that shit can break.

Q: Is there a limit to how many trucks I can create with Portable Truck?
A: No.

Q: Can I throw these trucks into a mass converter for infinite power?
A: IT'S A WASTE OF 200 CP AND A PORTABLE TRUCK, BUT I CAN'T SEE WHY NOT.

Q: Will the Bingo Card unlock my Spark?
A: By itself it will not unlock your Spark, however there is an ancient ritual involving hot coffee, navigation of the American DMV, and being at the right place, in the right time down to the picosecond, whereupon having an arbitrary number of stamps on your Bingo Card can allow you to begin even the PATH to unlocking your Spark.
Or at least that's what I heard from Phil down at the parking lot before he picked up a lot lizard.

Q: Can I waifu the Semitruck? Can I impregnate it?
A: What happens between a man and his motor vehicle is business I leave to God. All I ask is you leave the results out in the lot, and not in the gas station. And no, I do not want to see pictures of your children, if by some unholy method you create mantrucks.

Q: Is there anything I can't run on the Coffee?
A: If you can figure out how to dump a karaf into it's energy receptacle, you can use the coffee to power it.

Q: Can I use Breaker One-Niner to control non-Clustertruck trucks if I have enough charisma perks?
A: Unfortunately due to being slightly outside of the scope of the item + the rewards, I'm gonna have to say no.

Q: Can I companion Omega TruckSatan? Or the "Jumper" with a pod?
A: Considering you need to kill Omega TruckSatan and beat "Jumper" to immediately exit the Gauntlet after reaching the gates of Valhalla, you won't get the chance to.

Q: Can I clone or powerdrain TruckSatan?
A: No, yes if by "powerdrain" you mean "goomba-stomp his head."

Q: Is there a TruckOdin?
A: There might be a TruckOdin, but there is no evidence of his actual existence. Beyond the gates of Valhalla, which exist elsewhere without Odin's influence or bullshit.

Q: What does he taste like?
A: He tastes like diesel fuel, hellfire, and agony. With a hint of paprika.

CREDITS V1.0

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