

Hot Wheels Highway 35: World Race/Acceleracers Jumpchain

By Metroidwave

Introduction

Greetings. Because of your extraordinary abilities, you have been chosen to take part in the world race.

Drivers with unique skills have been recruited from all over the world. Some with experience at the highest levels of professional racing, and others whose full talents have not yet been discovered. The race will take place on a track dubbed 'Highway 35', because that is where it begins. But the true race will be on tracks that exist in a dimension of their own. When you reach 300 miles per hour, the portal between the dimensions will open.

But once the World Race comes to a close and the teams are dissolved, in two years' time another race will begin. Highway 35 was only the start of something greater as the Racing Realms now open.

Accessed via the Wheel of Power, these new tracks each hold a powerful artifact known as an Accelerator at the end but also hold far more danger than Highway 35 ever did. And once all of the Accelerators have been claimed, the Ultimate Race will commence with the ultimate prize at the end. As for what lies beyond that, not even I can say...

The winner of the race will be acknowledged as the greatest driver in the world. If that is you, take this +1000 CP and prepare to start your engine, for the World Race is about to begin.

Origin

(Choose either Male or Female. Your apparent age is 15 + 1d12 or 50 CP to choose. All Origins begin in their vehicle one mile from the Handler Proving Ground.)

-Driver [Free] – Like all the racers chosen for the World Race, you're among the best. Not good enough for Dr. Tezla to send you a car like the initial ten competitors, but enough for a team leader to take notice and recruit you as one of five drivers to join the team for the second leg of the race, taking the place of one of the canon team members that was recruited for the second leg of the race (roll on the lists provided at the end of the Jump doc or pay 50 CP to choose). Roll 1d6 to determine your team or you can pay 50 CP to choose:

1. Wave Rippers, led by Vert Wheeler
2. Street Breed, led by Kurt Wylde
3. Road Beasts, led by Banjee Castillo
4. Dune Ratz, led by Brian Kadeem
5. Scorchers, led by Taro Kitano
6. Your Choice

--Bonus Origin: Team Leader [150 CP – Requires Driver] – Scratch that. You *were* chosen as one of the initial ten drivers (roll on the second list at the end of the doc to see who or pay 50 CP to choose). Not just that, but you even made a good enough showing to be made the leader of your team. Time to see if you have what it takes to lead your team to victory, jumper.

-Scientist [100 CP] – Dr. Tezla isn't the only one with an interest in Highway 35 and the Accelerons, nor is he the only one with the know-how to craft a vehicle powerful enough to pass their test. You're a rival in the field of automobile engineering intent on reaching the end of Highway 35 before any of Tezla's drivers. Whatever lies at the end of the track, you want it.

--Bonus Origin: Silencerz [200 CP – Requires Scientist] – Not much is known about the Silencerz. A mysterious organization driving highly advanced cars with stealth capabilities that often mean they remain undetected within a realm. It's rumored that their ranks contain drivers who were thought lost within the Realms. You know the truth however, for you are one of them. As a member of the 'Silencerz', as the traitor Dr. Telza would later dub you, you are entrusted by the US government to make first contact with the Accelerons by clearing the Racing Realms and securing the Acelechargers to prepare for the ultimate race. Currently, you are tasked with observing and infiltrating the World Race, hardly an impossible task given the advanced hardware you have at your disposal.

-Racing Drones [200 CP] – Mechanical drivers built by the Accelerons to serve as test drivers to further perfect their skills, the Racing Drones lost sight of what it meant to compete and became obsessed with winning alone. Under the command of Gelorum, they were exiled to Earth. Now they wait for a human driver to lay claim to the Wheel of Power that lies at the end of Highway 35 so that they may claim their revenge. You are a new model developed with a more human way of thinking to meet and conquer the challenges set by the Accelerons. You have the appearance of an ordinary human, but it's only skin-deep. Beneath the artificial epidermis lies a metal body designed to seize first place through any means. During the World Race, you will be assigned to assist Gelorum's human agent Zed 36 in claiming victory in the World Race. While you have more autonomy than most, your mission is still everything.

Perks

-Driving Skills [Free] – You're not getting far if you don't know the finer points of driving. Drafting, drifting, and other techniques, they're all included. You won't be head and shoulders above the competition, but at least you won't slam face first into the opening obstacles.

-Stolen Tech [200 CP – Discount for Scientist] – You have a knack for figuring out how technology works. If you can disassemble something that relies on principles you already have a good grasp on, there's a good chance you can figure out exactly how it works, possibly even managing to improve it.

-Rules Are Meant To Be Broken [200 CP – Discount for Team Leader] – You're able to think outside the box more than the average driver. Whether by surfing on a sand dune or using a loop as a half pipe, you see options that most drivers wouldn't.

-Salvage Savant [400 CP – Discount for Scientist] – Whatever happens to your car, you know just how to keep it running. You don't even need the right parts to do so. Improvised repairs will work just as well as the so-called 'proper' way of doing things.

-Jumper 36 [400 CP – Discount for Team Leader] – For some reason, nobody seems to see through your disguise until you're unmasked in front of them. It doesn't matter if your disguise is just to drive a palette swap of your regular car, no one will put the pieces together until they see your face.

-I'll Make My Own Luck [600 CP – Discount for Team Leader] – Luck is on your side. You swerve off the beaten path and uncover a shortcut. You manage to land a near-impossible jump perfectly, bypassing a

large part of the track. A hazard chooses to focus its attention away from you. As long as it's possible, this perk allows the best possible outcome to occur in actions you take up to once per day.

Items

-Uniform & Helmet [Free] – A matching uniform and crash helmet, tailored to your fit and adorned with the markings of your team.

-Driver's License [Free] – You wouldn't want to be driving illegally, now would you? A driver's license that never expires.

-Hot Wheels™ Brand Toy Cars [50 CP] – A big tub filled with 100 pounds of diecast toy cars from the early days of Mattel up through 2006, now yours! Plus a couple boxes of track sets and other add-ons. Try to avoid stepping on them though.

-Nitrox² Formula [100 CP – Free for Scientist] – The formula of Nitrox² is a secret Dr. Tezla guards carefully. He, and he alone, knows how to produce more of the miracle booster necessary for most vehicles to reach 300 mph. Well, him and now you. You'll need the right chemicals, but you now have all of his research on how to manufacture Nitrox² without having to rely on Tezla saved to a convenient flash drive.

--Nitrox^{3½} [100 CP – Requires Nitrox²] – Sometimes Nitrox² isn't enough. Sometimes you want to get up to 300 mph faster or even in reverse. For those special occasions, there's Nitrox^{3½}. It's hardly the most stable of fuels (not surprising given it was made by Monkey) and has a chance of wrecking your engine, but when it works, it works damn well.

-Theme Song [100 CP – Free for Team Leader] – A theme for you performed by Ball of Waxx. It'll play whenever you desire it. Whether anyone else can hear it is up to you.

-X-88 Drone [200 CP – Discount Scientist] – A small drone primarily employed by the Silencerz for routine tasks and general assistance, this one has been modified to be loyal to you and you alone. It isn't much good in a fight, but when you need an assistant, you'll be happy it's here.

-Wheel of Power Hologram [400 CP – Discount Scientist] – A massive hologram synchronized with the artifact known as the Wheel of Power. Two years following the conclusion of the World Race, the Wheel will begin opening portals to the Racing Realms, in theory giving exclusive access to the faction that holds it. This hologram however grants you a back door into the Realms when they open. Assuming you can get up to 300 miles per hour, anyways.

-Counterfeit AcceleCharger [400 CP – Discount Team Leader] – This artifact is a duplicate of one of the canon AcceleChargers. It places a greater strain on the car that uses it, only allowing for five to seven seconds compared to the ten to fifteen of a true AcceleCharger, but it can mean the difference between victory and defeat. It can be reused, but repeated use strains your vehicle further. A full list is included at the end of the doc.

-Secret Base [600 CP – Discount Scientist] – What would a lone (and potentially mad, your choice really) Scientist be without a hidden base of operations? This concealed base (cleverly disguised as a mesa)

comes complete with a test track and numerous work areas for whatever plans you need. It will follow you into future Jumps and is linked to your warehouse for ease of access.

-Car [Free]:

You won't be much of a driver if you don't have a car. You may select any Hot Wheels toy as the frame, though this is purely cosmetic. Nothing besides the shape of the frame will carry over, so if you pick the Batmobile, you don't get any of the gadgets built into it. You will receive +1000 VP (Vehicle Points) to customize your ride and 100 CP can be exchanged for 100 VP, though not vice-versa. If you wish, you can gain an extra 100 VP and downgrade to a motorcycle. Additionally, for 100 VP you may import a car or other ground vehicle already in your possession.

[Engines & Exhaust]

Nitrox² Tanks [Free/100 VP] [Motorcycles can only take once] – To enter Highway 35, your vehicle needs to reach 300 miles per hour, and to reach 300 miles per hour, most vehicles will need a little boost. Enter Nitrox². This substance will give your car a massive speed boost at the push of a button, though you only get about five boosts per tank. Your vehicle of choice will be outfitted with one Nitrox² tank linked to the engine, but you'll be dependent on others to get it refilled. Additional tanks can be purchased for 100 VP each.

Flaming Exhaust [400 VP – Discount for Scorchers] – Your vehicle's been altered to expel its exhaust fumes in the form of fire. The pipes have been modified to withstand the heat and can even be aimed for use as a weapon.

Durable Internals [400 VP – Discount for Dune Ratz] – A combustion engine is a delicate piece of machinery, and needs maintenance should dirt, sand, or grime build up inside it. Or it would normally. The bare necessities of your vehicle never needs servicing and is impossible to damage, deliberately or accidentally. Even if your car's frame is utterly destroyed, the internals will keep going unaffected.

[Body]

Color Variant [50 VP – Free for Team Leader] – A second set of colors for your car that can be swapped to with the press of a button. It's not all that great for infiltration since it doesn't change the frame's shape in any way, but variety is the spice of life. Can be taken multiple times. Only the first time is free for Team Leader.

Reinforced Hull [100 VP – Free for Scientist] – Highway 35 and the Realms that follow tend to have many obstacles that will cause crashes. Any normal car would be destroyed by the amount of punishment that happens over a single race. Not anymore. Your car's chassis is hardened against physical impacts, and the interior is modified to compensate as well.

Diffusion Glass [100 VP – Free for Scientist] – Your windshield has been specially treated to filter out potentially blinding lights. This doesn't negatively affect your visibility.

UV Windshield [100 VP – Free for Street Breed] – Your windshield is capable of providing visibility even in near complete darkness. Look out for sudden bright lights though.

Hydrophobic Canopy [100 VP – Free for Road Beasts] [Cannot be taken with Motorcycle] – Your windshield has been treated to repel moisture automatically. This treatment does not wear off or compromise the structure of the glass.

Feather Frame [200 VP – Discount for Dune Ratz] – Your car now weighs substantially less. It'll glide over sand and similar substances with ease as well as accelerate faster. Taking this doesn't impact the durability of the frame.

Submersible [400 VP – Discount for Wave Rippers] [Cannot be taken with Motorcycle] – Your car is now equipped with ballast tanks, a sealable hull, and concealed propellers. It can act as a submersible for short periods of time, though oxygen remains limited.

Adjustable Front Wing [400 VP – Discount for Road Beasts] [Cannot be taken with Motorcycle] – Your vehicle has a wing attached to the front capable of automatically adjusting depending on the current downforce and speed requirements.

RD-W1 [300 VP – Discount for Drones] [Cannot be taken with Motorcycle] – Your vehicle is equipped with a modified RD-W1 model Drone on the undercarriage, programmed to be loyal to you. This model of Drone is designed to be deployed from the bottom of a Sweeper and catch up with opposing racers. They can luge under vehicles and take control of the steering system, allowing them to send opponents off-course or even into hazards. The model is lightly armored however, so a good impact will crush it. If destroyed, a new RD-W1 unit will appear in your warehouse after the race.

Camo Skin [300 VP – Discount for Silencerz] – Your car is coated in special nanotech paint that allows it to shift the outward appearance into that of a similarly sized vehicle. The disguise is perfect to enough to fool even the Racing Drones. The change is just an illusion however and can be broken when exposed to high intensity polarized light.

Nanomachine Frame [500 VP – Discount for Silencerz] [Cannot be taken with Motorcycle] – The very structure of your car is malleable and can be set to preprogrammed shapes. Currently, your vehicle can be split into a pair of Magnesium model bikes, capable of being driven remotely or manually. Other shapes can be programmed into it, but it would take many years of research to understand how to do so.

[Wheels]

Deployable Skies [100 VP – Free for Wave Rippers and Scientist] – A set of water skies that can be deployed beneath your vehicles wheels. They'll allow you to effortlessly glide over stretches of water too deep to drive over.

Lava Tires [100 VP – Free for Scorchers and Scientist] – When the going gets tough, the tough get armor. You can extrude an armored shell around your wheels to withstand high amounts of heat, up to driving straight through a lava flow.

Wider Wheels & Driving Spikes [100 VP – Free for Dune Ratz and Scientist] – When it comes to driving on sand dunes, regular wheels just won't cut it. That's why yours are wider than normal to better gain traction on the sand where other cars would fail. In addition, your wheels have deployable spikes to better grip other tough surfaces, like ice.

Magnetic Underside [300 VP – Discount for Silencerz] – Why allow yourself to be held back by gravity? With this, your car can drive on any surface, regardless of verticality, albeit with a slight cut to top speed. It only works on fully solid surfaces, so waterfalls are right out. But no wall's going to be able stop you when you just go over it.

[Other Movement]

4 Wheel Drive & Adjustable Suspension [100 VP – Free for Dune Ratz and Scientist] [Cannot be taken with Motorcycle] – Your car includes the all-wheel drive function for getting the most out of your quartet of wheels when you're going off-roading or driving on rough terrain. In addition, the suspension is adjustable

Grappling Hook (Spear) [200 VP – Discount for Scorchers] – Your car has a barbed harpoon and durable cable that can be fired to attach yourself to another object, whether it be a wall, a ceiling, or even another car. Unlike the claw style of grappling hook though, it has to penetrate the other object to get a good hold. On the upside, once it's stuck in, it's not gonna be accidentally dislodged as easily as its clawed counterpart. It's also connected to a winch to reel it in.

Grappling Hook (Claw) [200 VP – Discount for Street Breed] – A four-pronged claw that can be launched from your vehicle. Whether you're tethering yourself to a piece of the scenery or another vehicle, the metal claw can provide a firm grip, albeit not as firm as some of the other grappling options. Like its harpoon-based counterpart, it has a winch to tow itself back in.

Jet Mode [300 VP – Discount for Racing Drones] – A true racer considers all possible ways to reach the end of the track. Your car has been modified to be capable of extending wings and a pair of thrusters to take to the skies and bypass the pedestrian notion of 'roads'. You can't carry enough fuel to make it all the way to the end of the track and the wings are fragile though, so be careful in how you use this form.

Jump Jets [400 VP – Discount for Wave Rippers] – A set of thrusters mounted on the bottom of your vehicle and the sides. These allow for brief bursts of thrust to propel your car upward or rapidly force your car into another direction. They can also be used to hover, though since they use Nitrox² for fuel, they can only supply lift for so long.

[Weapons]

Carpoon [200 VP – Discount for Road Beasts] – The carpoon is the grappling hook's big brother. A massive harpoon emerges from the underside of the car. Too large to be manually fired, it is instead used by ramming a target and anchoring your car to theirs.

Sonic Cannon [400 VP – Discount for Dune Ratz] – This device was intended for use shattering rocks that might block your path, but it's just as good at shattering cars. The force it brings to bear decays over

distance, so the sonic cannon's effective range is limited to about 10 feet unless you're willing to settle for giving your target a light jostle.

Lava Plow [400 VP – Discount for Scorchers] – A heat resistant plow that can be deployed from your undercarriage. Technically meant for pushing through lava flows, the plow's sheer durability and angled shape is more than capable of forcing its way through the competition.

Retractable Rotary Saw [400 VP – Discount for Road Beasts] – A concealed buzzsaw attached to a retractable mechanical arm. It's sharp enough to cut through most obstacles you'll face along the way or even other vehicles if you really need to.

Slam Ram Hyperpod [500 VP – Discount for Racing Drones] – Sometimes, you want to smash your way through the competition and an ordinary car isn't enough. That's why the Racing Drones created the Slam Ram, a set of armor that extends from the vehicle at the press of a button. It's a bit bulky, but the added armor is enough to plow through everything else on the track with ease. Even if you can't catch up to the lead, the front bumper can be fired as a massive projectile.

Energy Launcher [500 VP – Discount for Racing Drones] – The go-to projectile weapon of the Racing Drones, this three-pronged device typically emerges from behind the grill of the car. After a moment of charging, it hurls a sphere of unstable energy that will utterly vaporize all but the most durable of cars.

Electrical Discharge [500 VP – Discount for Silencerz] – With the flip of a switch an energy discharge arcs from your vehicle towards the competition, shorting out their vehicle. No need to aim, just get close enough and watch them fry. It's fairly energy intensive however and doesn't distinguish between friend and foe, so don't go too crazy with it.

[Sensors]

Radio [Free] – A radio capable to get reception even in another dimension! It's also able to contact other cars driving in the World Race.

Plasma Sensors [100 VP – Free for Street Breed and Scientist] – A set of sensors that can pinpoint the engines of other cars within 500 feet, giving the locations of where they are and a hypothetical map of the track derived from the data collected.

Sonar Mapping [100 VP – Free for Scientist] – A series of sonic pulses that map out the area in a 500-foot radius using echolocation. They work best in enclosed spaces like cities or caves but can give a rough estimate for more open tracks and locations.

Balance Box [200 VP – Discount for Wave Rippers] – Your vehicle is equipped with a limited onboard AI tasked with maintaining its balance. By adjusting the weight on the undercarriage, the car can retain its balance even with half of its wheels dangling over the side of a cliff.

Eye in the Sky Satellite [400 VP – Discount for Street Breed] – Sensors are good, but they can't give all the details. For that, there's the Eye in the Sky. A portable satellite dispensed from rear of your vehicle, it gives you a complete overhead view of the tracks as well as the best route to reach the end. It doesn't work as well in caves or other restrictive locations sadly.

[Other]

Drifting [100 VP – Free for Wave Rippers and Scientist] – Your car has been adjusted to be able to drift, having a limited slip differential installed as well as a sturdier clutch. The steering wheel and seatbelt have also been modified accordingly.

Parachute [100 VP – Free for Road Beasts and Scientist] – If you fall off the track, never fear! This handy dandy parachute will let you slow your plummet into a graceful descent. Assuming you have enough time before you hit the ground to actually slow down, anyways.

Asphalt Anchor [100 VP – Free for Scorchers] – For when you absolutely, positively, have to stop right this second. Your car now possesses a modified emergency brake that forces a set of blades into the terrain to bring your vehicle to screeching halt.

Improved Handling [100 VP – Free for Drones] – The handling of your car is improved to such a degree that it feels like an extension of yourself. For Racing Drones, this is very literal. You now form a portion of your vehicle.

Back-Up Vehicle [300 VP – Discount for Scientist] – Despite your best efforts, your ride might still be trashed by the hazards of Highway 35 and beyond. Fortunately, you'll always have a backup waiting for you, identical to the original in every way. The backup in question only appears after the original is destroyed or rendered completely unreachable. You still have to find your way out of the Realm, though.

EDR [300 VP – Discount for Scientist] – The Emergency Driver Return device was invented by Dr. Tezla and is installed in the form of a red button in the cabin of your car. One press, and it will return the driver(s) of the vehicle to the point they entered either Highway 35 or the Racing Realm from. Unfortunately, not only does this leave the vehicle in question behind, but the ejected driver keeps going at the same speed they were when they pushed the button.

Mega Bass Box [400 VP – Discount for Street Breed] – You like your music loud enough to be heard the next timezone over and you have the speakers to prove it. Fully integrated into your car, these speakers are loud enough to be physically painful to anything unfortunate enough to be directly in front of them.

Companions

Recruitment Drive [100 CP/400 CP – Free/Discount Team Leader] – If you really want a racing team, you'll need drivers you can trust. Import either one of your companions with 400 CP to spend for 100 CP (free if you took Team Leader) or a set of six for 400 CP (discounted if you took Team Leader). If they choose Racer, they can either roll for what team they're on or be assigned to your team at no cost. Companions can't replace the same canon character. Just roll again if two wind up assigned the same number. Companions can't take the Team Leader origin.

Canon Companion [500 CP] – So you made a friend didja? Or maybe you didn't. Doesn't matter, because at the end of the Jump you'll be bringing along one character of your choice (and their car if applicable),

whether they like it or not. Of course, just because you want to bring them along doesn't mean they have any interest in helping you.

Drawbacks

Bad Reputation +100 CP - Exactly what it says on the tin. You have a bad reputation among your fellow racers for one reason or another. Maybe you worked for the wrong side, perhaps you've been blamed for the death of a loved one. During the decade you're here, you won't be able to shake it. The other racer's will still be willing to work with you, but it's grudgingly at best.

--+100 CP - Check that. They're not even bothering to hide their disdain for you anymore. Better watch your back as much as you're watching the road...

Hazard Magnet +200 CP - It seems like every time you're in one of the Racing Realms or Highway 35, the various hazards all seem to have come together for the singular goal of making you miserable. Every mechanism, organism, and undefined obstacle that resides within are all acting to ensure one goal. That you specifically never reach the end of the track.

Faulty Equipment +300 CP [Requires Nitrox²] - One of the Nitrox canisters on your vehicle is faulty. Sooner or later, it's going to blow when you activate the booster. This cannot be repaired and any attempt to replace the current parts will cause the defect to manifest in the new ones.

The Only Real Victory Is Survival +500 CP - You arrived too late. The Drones have already managed to clear the Realms and seize the AcceleChargers, with each one having remote access to the all their powers. Now all that stands between them and human extinction is you. If you took Drone as an origin, Gelorum has decided you're no longer necessary and intends to purge you with the rest of humanity. All Racing Drones will attack on sight and cannot be deceived into believing you're one of them.

Ending

So you managed to survive Highway 35 and the Racing Realms against all odds. Now the time has come for you to make a decision. Where will you go from here?

The Road Home: You've had enough. The race is over for you and you'll return home.

Victory Lap: You're fine with this world. It certainly doesn't lack for excitement.

The Next Leg: Move on to the next Jump at full speed.

Additional Lists

Driver Lists:

-Second Leg:

-Wave Rippers

1. No. 2 Alec "Hud" Wood
2. No. 3 Finn Serpa
3. No. 5 Felix Sharkey

4. No. 6 Fluke

5. No. 7 Mark Wylde

-Street Breed

1. No. 9 Dan Dresden

2. No. 10 Tono

3. No. 11 Ricky Bell

4. No. 12 Bart "Shrimp" Scampi

5. No. 13 San Jay Khan

-Road Beasts

1. No. 16 Griffin

2. No. 18 Jerry Boylan

3. No. 19 Skeet

4. No. 20 Yucatan

5. No. 21 Esmeralda Sanchez

-Dune Ratz

1. No. 23 Mojave

2. No. 24 Toni Berry

3. No. 25 Chuvo

4. No. 26 Charlie Raffa

5. No. 27 Heralda

-Scorchers

1. No. 30 Vesuvius

2. No. 31 Harrison Lau

3. No. 32 Everest

4. No. 33 Wayne Casper

5. No. 34 Jet Blaney

First Leg:

-Wave Rippers

1. No. 1 Vert Wheeler

2. No. 4 Lani Tam

-Street Breed (Note: If Kurt Wylde is replaced, Gelorum will have a different driver as her mole)

1. No. 8 Kurt Wylde

2. No. 14 Maximo

-Road Beasts

1. No. 15 Banjee Castillo

2. No. 17 Pete Karris

-Dune Ratz

1. No. 22 Brian "Zone" Kadeem

2. No. 28 Rekkas

-Scorchers

1. No. 29 Taro Kitano

2. No. 35 Krakatoa

Canon AcceleChargers (Descriptions taken from acceleracers.fandom.com):

- Canyon Realm AceleCharger (Hyper Jump):** Allows driver's cars to make extremely long and high jumps with ease.
- Chrome Realm AceleCharger (Undistort):** Erases any illusion or mirage seen to the driver.
- Wind Realm AceleCharger (Wind Shark):** Allows a driver's car to move through the strongest gusts of wind.
- Solar Realm AceleCharger (Anti Gravitation):** Allows a car to manipulate/control gravity.
- Labyrinth Realm AceleCharger (Navigator):** Manipulates a car's GPS System and pinpoints all the right directions and that lead to the finish line.
- Blizzard Realm AceleCharger (Total Traction):** Gives total traction to the car on any terrain.
- Cybergrid Realm AceleCharger (Folding Corners):** Allows cars to snap through 90 degree turns.
- Reactor Realm AceleCharger (Sound Buffer):** Sends a sound wave with a higher frequency rate to destroy not only itself but the old one as well as negating any sound-based attacks.
- Desert Realm AceleCharger (Sand Speed):** Fuses sand and other unstable surfaces together for a short period of time. Which lets you drive over it safely.
- Micro Realm AceleCharger (Size Scaler):** Allows cars to change size.
- Fog Realm AceleCharger (Fog Vision):** Allows drivers to see clearly in foggy conditions.
- Warped Realm AceleCharger (Teleport):** Allows the vehicle to teleport out of trouble.
- Monument Realm AceleCharger (2-D):** Allows the vehicle to become two dimensional---can cut through other cars.
- Storm Realm AceleCharger (Lightning Rod):** Protects car from electrical charges.
- Swamp Realm AceleCharger (Sprout Road):** Creates an organic road of vines beneath the car---best if used upright.
- Cavern Realm AceleCharger (Night Sight):** Allows the driver to see in total darkness.
- Lava Realm AceleCharger (Impervious Tires):** Creates regenerating, or auto-repair, tires that always remain in perfect condition.
- Water Realm AceleCharger (Hydro Glide):** Gives car the ability to drive on water.
- Metro Realm AceleCharger (Battering Bubble):** Creates a force field around the car, allowing it to smash through obstacles with no loss of speed.
- Cliffside Realm AceleCharger (Turn & Burn):** Allows the car to take hairpin turns without slowing down.
- Ice Realm AceleCharger (Slip Grip):** Gives the car the ability to drive over slippery terrain with the needed friction.
- Neon Pipeline Realm AceleCharger (Wall Crawl):** Allows the car to drive upside down or on walls.
- Junk Realm AceleCharger (Friction-less):** Creates a friction-less bubble around the car.
- Ruins Realm AceleCharger (Phantom Form):** Allows car to pass through objects.
- Cosmic Realm AceleCharger (Light Speed):** Allows the user to travel at 'light-speed'. Actually just 300 mph similar to Nitrox².