



EXPLAINED

Version 4.1

by D. Maxwell

1. Introduction

The strength of the whole process is based on assumptions surrounding human predictability. It is believed that when faced with certain circumstances, people will always behave the same way time and time again and the entire premise is based around this basic principle.

Terminology

- **Cycle:** The “Cycle” are all events leading up to the entry of the Vortex – though for this discussion it’s mainly for the walk between the first car (the initial breakdown) and the second car
- **Vortex:** The “Vortex” are all events that occur once the owner walks back from the second car to the first car
- **Owner:** Is the legal owner of the vehicle
- **Pilot:** 3rd party interference (reference only)

Once the Owner has entered the Vortex, death is certain no matter what else occurs.

The car controls the environment. It has control of the road, the landscape and the time. It does not control any external elements in the sky but it can control basic weather patterns.

There is only ever one car, though for this discussion we are counting them as two – the first car (initial breakdown) and the second car.

The entire process is based around the simple question of what holds the greater interest in people when they are faced with a choice. It’s all about “Survival Vs Curiosity”.

2. Standard Process

When the car is sold to a new Owner, he will immediately be compelled to take it for a drive. The moment the Owner switches on the engine, he will instinctively take the car to a particular point on a particular country highway where it will enact a simulated breakdown. The Owner, totally entranced with the car, will not even be aware of direction of travel nor the journey. Because the car has influence over the environment, it will arrange it so that no other vehicles will travel on the highway while this breakdown is in progress so for all intents and purposes this highway has just vanished. This is the prelude to the Cycle.

During the initial breakdown, time continues on as normal. It is at this point the Owner now has four options to consider...

Scenario

1. Walk back up the highway from whence he came
2. Start to walk forwards up the road
3. Go cross country
4. Stay where he is

Result

1. *Walk back up the highway from whence he came*

The Cycle is broken and passing traffic will now recommence

2. *Start to walk forwards up the road*

Time freezes and the first part of the Cycle commences

3. *Go cross country*

The Cycle is broken and the Owner may find civilisation if lucky

4. *Stay where he is*

Die of starvation as there will be no passing traffic or help.

The entire Cycle is based on the assumption that the Owner will choose to walk forward up the road to find help. If the Owner does anything else (walk back, go cross country or somehow be airlifted out of the area), the Cycle will be immediately broken and everything will return to normal and the “curse” of the car will be broken.

Given the choices on offer, the Owner is expected to walk onwards. The moment the Owner passes the car on his trek up the highway all linear time will suddenly freeze, all complicated mechanical devices (such as the Owner's watch) will cease to function and the Owner will disappear from any external surveillance devices and will not become visible again.

When the Owner reaches the second car for the first time, this is where the primary test for the Owner occurs as the car's survival is dependant on the decision of the Owner at this point. Once at the second car, the Owner now has another four options to consider...

Scenario

1. Walk back to the first car
2. Keep walking forwards up the road
3. Go cross country
4. Stay where he is

Result

1. *Walk back to the first car*
Owner enters the Vortex

1. *Keep walking forwards up the road*

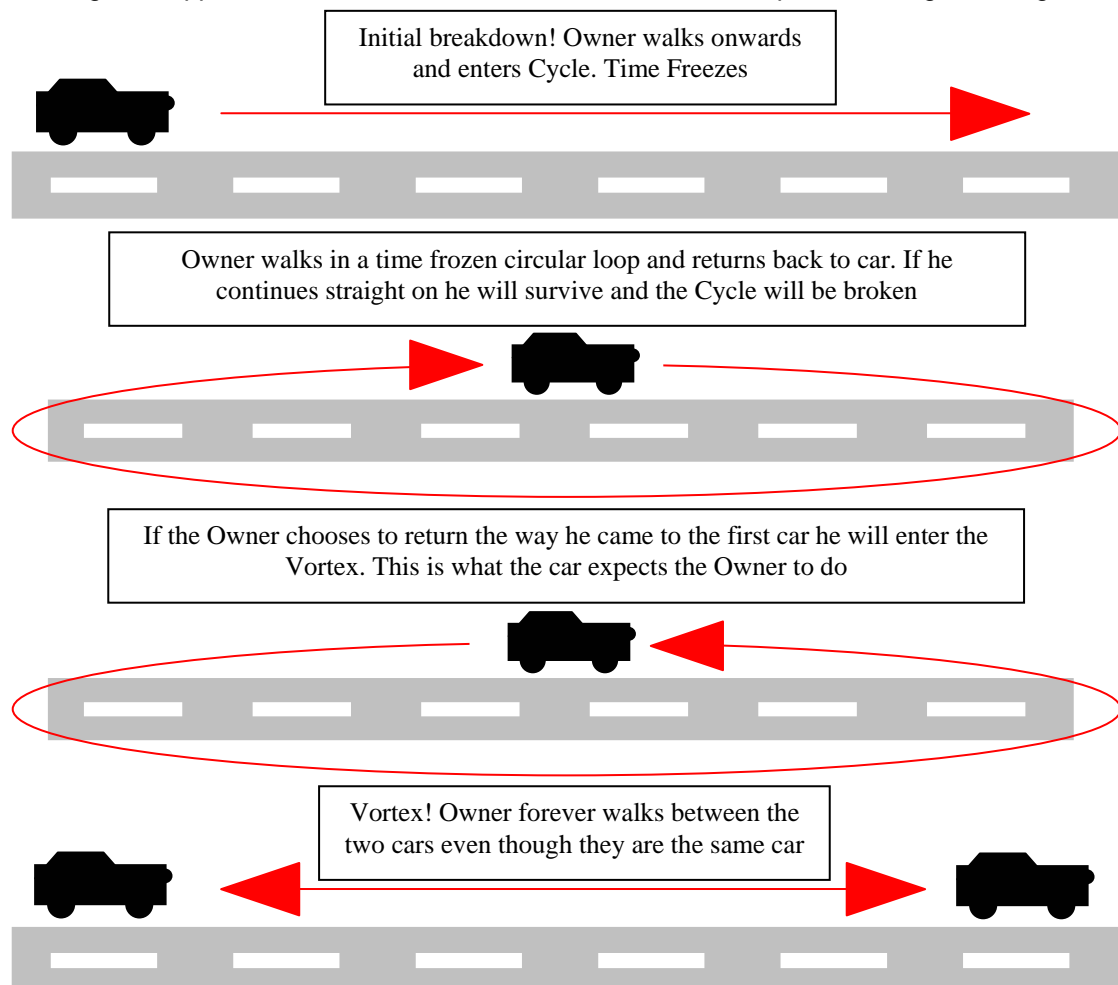
The Cycle is broken, time unfreezes and Owner is either likely to find civilisation or see passing traffic and be safe

1. *Go cross country*

Time unfreezes, the Cycle is broken and the Owner may find civilisation if lucky

1. *Stay where he is*

Nothing will happen. Since time is frozen, the Owner is not susceptible to hunger or fatigue



Entering the Vortex

If the Owner chooses to ignore the strange odometre readings and continues to walk onwards past the second car, then the Cycle will instantly be broken, linear time will recommence and the Owner will suddenly feel the effects of walking 30kms without a break. He will find civilisation up the road and he will survive. The car itself will now just become an ordinary car.

But, given the four options listed previously, it is expected that the Owner, now faced with the "Survival Vs Curiosity" test surrounding the new odometre readings, will in fact fail this test and let curiosity take control of his destiny. The moment the Owner begins to walk back to the first car he will have entered the Vortex which will ultimately lead to his doom.

Once inside the Vortex, the Owner is expected to walk between the first and second cars forever. Time remains frozen and the Owner is not impacted by hunger, thirst or fatigue despite walking the 30 kilometre distance each time.

When reaching either of the two cars, the Owner has four options to consider...

Scenario

1. Walk back from whence he came (to the previous car)
2. Keep walking past whichever car he is approaching
3. Go cross country
4. Stay where he is

Result

1. *Walk back from whence he came (to the previous car)*
Owner remains in the Vortex
2. *Keep walk past whichever car he is approaching*
Vortex is exited, missing time catches up with the Owner and he is destined to die
3. *Go cross country*
Vortex is exited, missing time catches up with the Owner and is destined to die
4. *Stay where he is*
Nothing will happen. Since time is frozen, the Owner is not susceptible to hunger or fatigue

4. Variables

The car is the only constant element in the whole Cycle. If the Owner changes a portion of one car, that change will appear in the next car.

The car is considered to be the boundaries of the Vortex. If the car is somehow removed while the Owner is in the Vortex, then it is accepted that the boundaries are no longer there and as such the Vortex will have no end. For this reason the Owner will keep walking in one direction for eternity.

5. Third Party Interference

It is possible to interfere with the Cycle and break the entire process if a third party element is introduced.

1. Another person (hereafter called the Pilot) is capable of following the Owner in a separate vehicle as they travel on their journey, however, at some point along the highway the car and the Owner will vanish from sight as the car (controlling the highway and the environment) prepares to commence the initial breakdown Cycle. Therefore the only way the Pilot can keep track of the car will be from the air – we'll assume a helicopter – as the car has no control over the sky. If this is to occur then the helicopter can land near the car at initial breakdown so both the Pilot and the Owner are together.
2. If the car is followed to the initial breakdown point by air, time will continue on as normal. Once the Owner walks past the car for the journey to the second car, time will freeze for the Owner and as a result the Pilot will vanish from view as both are now existing on different timelines – irregardless of where the Pilot is located (in front, beside or behind the car – on the ground or in the sky). Likewise the Owner will vanish from view for the Pilot. It's worth noting that the Pilot is not impacted by the Cycle at any time.
3. Once the Owner either commences the Cycle or enters the Vortex, the Pilot can impact the outcome of what happens next. If the Pilot makes any change to the car (lifts a wiper or flattens a tyre), then this change will automatically bring the car back into linear time and will break the Cycle as it is considered to be a modification by unnatural external influence. See Point 4
4. Once the Owner has entered the Cycle, the Pilot can still start the engine - because the Pilot is not the owner, the car will act as per normal. If the Owner is in the first part of the Cycle (ie the first walk to the second car or at the second car), the Cycle will be broken and the Owner will suddenly just appear from nowhere into normal time. If the Owner is in the Vortex and the Pilot starts the engine, then the Owner will remain in the Vortex forever for the same reason. If this occurs, the Owner will continue walking up the road even past the point where the car is located but he won't see it. The Owner will in fact spend forever walking in one direction wondering where the car actually is. When this occurs there is no exit from the Vortex and the Owner will remain this way for eternity.
5. If the Owner and Pilot are standing next to the car together, they won't see each other because they are existing in different timelines. If the Owner makes a change to the car (flattens a tyre, lifts a wiper, etc), then the Pilot will see these changes occurring seemingly by themselves. If the Pilot then makes a similar change to the car in an attempt to communicate back to the Owner, the change will break the Cycle and bring the car back into normal time (see Point 3). If this occurs, then the Owner will just return to normal time if he's in the Cycle. If he is in the Vortex, then the car will vanish before his eyes and he will remain the Vortex forever as the boundaries have been removed.
6. If the Pilot places an external object within the car, the Owner will not see this as the both the Pilot/object and the Owner are existing in different timelines.
7. If the Owner placed an external object in the car and brought it with him for the journey to the breakdown point (such as a street directory), the Pilot will be able to see this, however, the moment the Pilot physically moves this object the Cycle will break and either the Owner will be free of the Cycle or he will be trapped in the Vortex depending on where he is at that point in time. This rule also applies if the Pilot removes a part of the actual car (takes off a wheel or breaks off a component) See Point 3.
8. The Cycle will only occur if the vehicle is owned by an individual. If the car is owned by a government body or is a fleet vehicle, then the Cycle will not occur until the car's ownership is officially signed over to a single person.

6. Breaking the Cycle

Each of the scenarios below will permanently break the Cycle and return the car back to being just a normal vehicle.

- If the Owner walks back from whence he came at the initial breakdown or if he walks forwards from the second car for the first time, the Cycle will be broken.
- If the Owner is airlifted from the site at the initial breakdown point, once he has past the height of the wall of bushes alongside the road, the Cycle will be broken.
- If the Owner has commenced walking between the first and second car for the first time and then scales the wall of bushes along the side of the road or finds a way to elevate himself above the height of the wall of bushes, then the Cycle will be broken.
- If the Owner sees the Pilot vanish (as per Point 2 in Section 5) and then returns back to the first car the Pilot will reappear and the Cycle will be broken.
- If the Pilot either starts up the car or moves any external objects within the car that the Owner brought with him, the Cycle will be broken.
- If the Pilot physically removes, changes or breaks off any part of the car the Cycle will be broken.
- If the Pilot starts up the car after the initial breakdown with the Owner sitting next to him, the Cycle will be broken. If at the second car for the first time (remembering that the Owner will not be visible) and the Pilot starts up the car, the Owner will suddenly appear next to the Pilot and the Cycle will be broken. If at the second car for the first time and both the Pilot and Owner are sitting in the driver seat and the Pilot starts up the car, the Cycle will be broken, however, both the Owner and the Pilot will now exist in the same time/space together = fusion.
- Once the Owner takes ownership of the car, he will be compelled to drive it to the breakdown location. If the Owner is physically restrained and is thus unable to perform this task, he will keep trying and trying to the point of obsession/insanity. This will remain in place until the Owner dies which in turn will break the Cycle.
- If the car's engine is permanently disassembled, this will break the Cycle.

7. Exiting the Vortex

Once at the second car for the first time. All the Owner has to do is decide to walk back to the first car, once he starts on this journey he will enter the Vortex and all thoughts of “escape” are quashed. The Owner is no longer able to contemplate changing directions during a walk between cars. Going cross country, stopping for a rest or having second thoughts about the destination no longer enter the Owner’s mind as he is now becomes obsessed by the changing odometre readings of the car.

The only occasion where “freedom of thought” occur are when the Owner reaches the car. Even at that point, the thought of trying to start the car to see if it’s working will not even enter the owner’s mind (it won’t start anyway).

Whilst at the car only two things can happen to the Owner. Either he will forever remain within the Vortex walking between the two cars, or he will exit the Vortex. To do this, he must walk past the car away from the direction of the preceding vehicle.

The minimum length journey the Owner can walk before exiting the Vortex is 60 kilometres (one trip to the second car and another one back to the first car). Once the Owner exits the Vortex, the missing time will catch up with current time and continue as normal.

Final Moments

Once the Owner exists the Vortex, he will not find any civilisation nor passing traffic no matter how far he travels, the highway will not end and it will not change. Eventually the Owner will reach a point of imminent death and when this occurs, the car will be there to “see him off” and to remind him of his failure at passing the “Survival Vs Curiosity” test. Only once death has occurred and the car has returned to the Owner’s driveway will the Owner’s body become visible to be discovered by passing traffic.

8. FAQ

Q) *What happens if you have been in the Vortex for months and then decide to leave?*
You will die instantly as all that lost time suddenly catches up with you.

Q) *Does the car always go to the same highway?*
Yes.

Q) *Why does the car always choose the same highway?*
It is the only location that is totally isolated that the car can control. Also the wall of bushes on the road side prevents the Owner from considering going cross country and also forms a definitive borderline for the car's influence.

Q) *If the car was shipped to another state/country how would it get the highway?*
The Owner would be compelled to get the car there to this location anyway possible and would remain obsessed until this task was completed.

Q) *Does the Owner actually walk the 30Km distance?*
Yes but because time is frozen, he doesn't notice the effort involved.

Q) *What if the Owner takes a passenger with them on the first drive?*
Upon initial breakdown if the Owner walks away from the car they will enter the Cycle and just disappear from view, though this is not likely to last long because as soon as the Passenger makes a change to the car (even by opening the door), the Cycle will be broken and the Owner will reappear.

Q) *How many "possessed" cars are there?*
Just the one.

Q) *What is the car "possessed" with?*
Unknown.

Q) *How smart is the car?*
Ultimately not very. The car relies solely on a number of assumptions that it expects people to follow. The basic structure of the car's existence is very fragile and an unexpected change to any number of variables can result in the car's demise.

Q) *What is the car's mission?*
To get the Owner's into the Vortex. This is where the car is at its strongest.

Q) *How can the car reappear again outside the Vortex to see the Owner's death?*
Once the Owner exits the Vortex, the car still has enough power over the environment to witness the Owner's death. For people who take some time to die, the 30km trip is reduced so that the car will just reappear again ahead of the Owner in time for their passing. For people who were in the Vortex for a long time, they die instantly once outside and so this process does not occur.

Q) *What happens if someone disassembles the car?*
The heart of the car is in the engine. If other car parts are removed, then there is no impact so long as the engine remains intact. If the engine is installed into another car, then that car will now become possessed. If the engine is pulled apart then the possession will grow weak and eventually die. If engine parts are replaced, the possession will begin to lose strength. Only once the engine is reassembled with all the original parts will the car return to full health.

Q) *Can two people (an old Owner and a new Owner be in the Vortex together)?*
No. Only one Owner can exist in the Vortex at any one time. This is because an individual's focus on the changing odometre readings would be impacted if there was a companion present.

Q) *Isn't the car concerned about driving around by itself to the Owner's driveway?*
No. It is the car's mission to return back to the Owner's driveway, and besides who would ever admit to seeing a car driving around by itself anyway?