Blueprint rotating

Blueprint rotate (It has no official community name)

Is the act of holding out a blueprint and putting it on top of an item and rotating it with R or T.

The blueprint has no real hitbox but can have weird effects.

It can allow you to:

- Rotate/Flip your own car while driving it
- Make the giant rock at the swamp area fall
- Teleport to cars by rotating them over to you
- Make your character go sideways or upside-down
- Make your car go straight through the floor (credit to paticzulo for helping me get the power using this in the snow biome)

A small sidenote is that some cars get "Super-charged" by rotating them a lot.
There will be a seperate page explaining what this exactly entails.

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