

# Chapter VIII: Transcraftinental Railroad

**Steve:** We have a railroad that leads all the way to the Divine Enlightenment Tree?

**Notch:** No. We have a railroad that goes ALL the way across the world. 64 million meters of rail, stretching from one end to the other, and back!

**Boss Steve:** So that's why iron isn't as prevalent here as it is in the real world.

**Alex:** I haven't seen any railways within at least several kilometers of the Temple, where is it?

**Notch:** That's the interesting thing, it starts right beneath our feet!

*After returning to the temple, Notch led the Hexad to the very center of the Grand Throne Room standing in the center. He punched a button and opened a dropdown hole with a ladder.*

**Notch:** Right down here!

**Boss Steve:** That's dark.

*Once far enough, the ladder turned into a staircase, which turned into a hallway.*

**Steve:** It is SO dark in here!

**Light Steve:** Just like the Shadow realm.

**Alex:** How come there's no mobs down here?

**Notch:** The floor is glass.

**Steve:** And there's a ravine beneath us.

**Boss Steve:** Are you sure there's a railway or are you just making us walk through a massive tunnel to the tree?

**Notch:** The railway is right there!

*Around the corner was light, and that light was attached to a large wooden room. With a minecart dispenser, and a button and powered rails, it was the station.*

**Alex:** How will this work for all of us?

**Notch:** We need the six-person train!

*Notch pointed at six minecarts all tied together in the corner.*

**Steve:** This seems like fun!

*They all boarded the minecart train and started riding. It was through about 450 meters of a skinny 2x1 tunnel when they headed up a hill to the surface!*

**Everyone except Notch:** WHOA!!!

*After exiting, they saw a minecart track like never before! High above ground, with a rail supporter of polished stone, and a side rail of glass, they rose at least 90 meters above the treetops, with a truly breathtaking view!*

**Alex:** When did you BUILD this!?!

**Notch:** A long time ago, I didn't have the tech to create teleportation portals. At the time, we wanted a more straightforward way of transportation, so I ultimately decided to design this railroad expanding all the way across the world! And I present to you the biggest railroad in the Universe... The Iron Vein.

*After a little while, they came to an intersection, to cross into the actual highway system. What they were on is just an exit to go to the temple, but you can ride on the main huge 4-lane highway-rail!*

**Light Steve:** This is paramount, when you test your eyes to see as much as they can, you can see more dimensions within one.

**Alex:** You have real sensei parlance.

**Boss Steve:** He makes a good point, it's incredible up here.

*The Hexad was about to be a Heptad, but it wasn't Shade this time.*

**Herobrine:** Hey guys.

**Everyone else:** AHHH!!!

**Herobrine:** You know that was insignificantly quieter than last time.

**Notch:** What are you doing here? You never ride the Iron Vein.

**Herobrine:** Notch, I'm done with Null! He's wrong about all this! I don't want to deal with nuclear politics and ending the world, so I'm coming back to you, my blood isn't just boiling over him, it's vaporizing, I should see a doctor. Nevertheless, you don't have to forgive me, just please, let me help.

**Notch:** You really have come to consciousness?

**Herobrine:** I've laid TNT to Null's cavern.

**Notch:** Really?

**Herobrine:** He doesn't know from me yet, but I know we're not necessarily on the best terms.

**Steve:** He'll be furious!

**Herobrine:** Yeah, but I'll be away

**Boss Steve:** Don't expect us to stand up for you

**Herobrine:** I don't, I just intend for you all to help hold back Null. I've been bringing down the ground to create massive bedrock-reaching ravines, trying to surround his path.

**Notch:** Quiet down. We're approaching the highest point we will ever be!

**Steve:** Higher than Blastomeltius?

**Notch:** Steve, this is the highest you will ever go without leaving the atmosphere, behold... the great biblical Gatekeeper Mountain Twins.

**Boss Steve:** HO-LY!!!

*Blastomeltius was just below 600 meters above sea level, yes above the 256 meter "suggestion".*

*However, it wasn't the highest point in the world, it had only a couple of rivals, one being the*

*Gatekeeper Mountain Twins, which were both equally peaked at 1,282 meters above sea level!*

**Rainbow Steve:** Uhhh, how?

**Notch:** That's the funny thing, the fact that we are just about AT sea level right now!

**Steve:** Where did they come from???

**Notch:** I didn't make them, one legend is that the Witherzilla's expansion blew up the Nether, and the shockwave fractured bedrock and pushed these mountains up. But I don't know for sure.

**Alex:** I don't think even the Witherzilla could do that.

**Notch:** From one mountain to the other, over 1,000,000 iron bars support this grand rail.

**Light Steve:** This is truly amazing Notch.

**Rainbow Steve:** Those mountains are essentially vertical.

**Notch:** That's what I call... the Updrift. The nucleus of the mountain is cut out, and in the interior, there's a small shaft track that circles around to the top! Unfortunately, even with powered rails, the mountain is so high that it takes about an hour to reach the top.

**Boss Steve:** My impatience is amplified more than these mountains.

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**Steve:** So what does this Divinity tree look like?

**Notch:** The most precious tree in the world, it's grand and smart, and it will help us, but not directly.

**Alex:** Why not directly? Will it help us "sideways"?

**Notch:** Me, Herobrine, and Light Steve planted this tree, and it can acknowledge people's DNA, we have imprints on it.

**Steve:** And you planted this because?

**Herobrine:** Experimenting.

**Light Steve:** Inquisitiveness.

**Notch:** Evolution.

*Meanwhile in the End...*

**Shade:** Master Null, the base has one more layer of defense, and we'll be done! And... where are you going?

**Null:** Notch and the others are headed to the Divine Enlightenment Tree, and I know we want them to, but I'd like to play a few games first.

**Shade:** What kind of games?

**Null:** Old School games.