

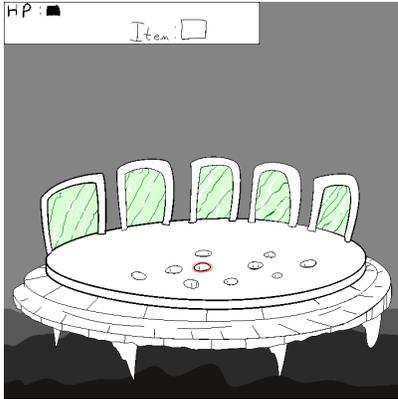
Unnatural Selection (Asteroid Quest Side Story)

compiled by

Dediggedde

using tgchan_BLICK's Archive-feature

April 20, 2014



Anonymous¹⁰⁰²³⁶⁸

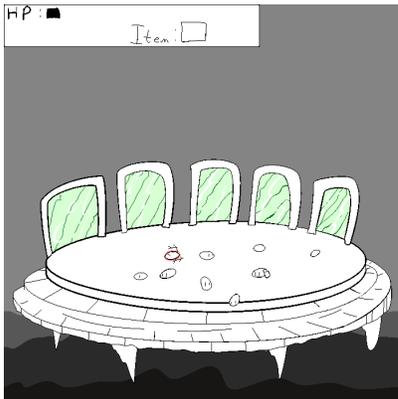
The featureless object blinks. It does not know what it is, where it is, or how it came to be, but it woke up with other company like himself. With its mental capacities putting its sentience into question, it doesn't think too much about its inexplicable conception.

It notices that there is a red outline around him. The others either don't care or don't see that, but he can't communicate with them to find out.

The space around him is all that he can see. There is nothing but a voidless black everywhere else.

Anonymous¹⁰⁰²³⁶⁹

what is method of movement? and composition of body?



Anonymous¹⁰⁰²³⁷⁰

The method of movement is rolling or crawling. Rolling is not disorienting, surprisingly, but neither is it very fast or impressive.

The composition of its body is well past its knowledge or concept.

Anonymous₁₀₀₂₃₇₁

try to encase one that is smaller than you.

Anonymous₁₀₀₂₃₇₂

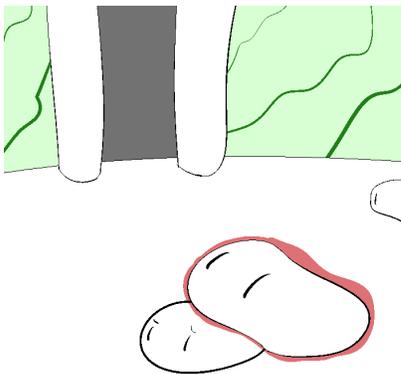
Bump into the other creatures a few times each and see if any respond.

Trout₁₀₀₂₃₇₃

Move toward one of the glassy/mirrored surfaces.

Anonymous₁₀₀₂₃₇₄

eat another creature



Anonymous₁₀₀₂₃₇₅

It gets on top of a slightly smaller one.

The smaller one wiggles uncomfortably and it feels a bit funny, but nothing else happens aside from the slow crumbling of at least one creature's dignity.

Anonymous₁₀₀₂₃₇₆

OH MY~~

to the left most glassy portal.

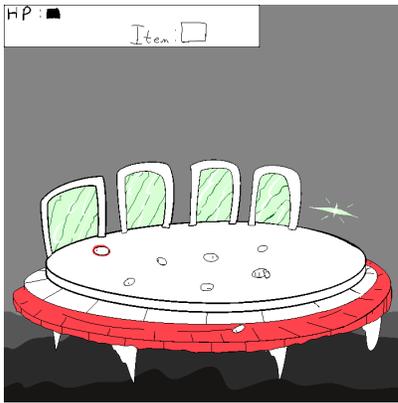
Typo 1002377

[>>405873](#)

Go left says go left.

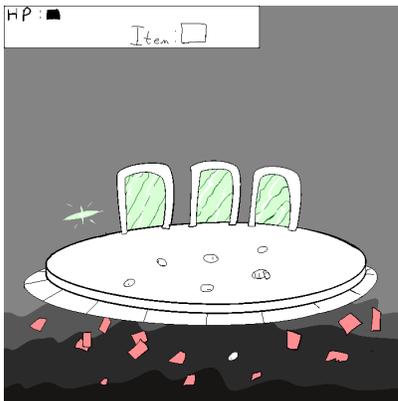
Anonymous1002378

...Well. Now that that is out of the way, poke the left most glassy portal thing.



Anonymous1002383

It begins moving to the left most portal. Before it makes it, one of them makes it to the right one. It blips out of sight, and the outer ring of the platform begins flashing red.



Anonymous1002384

It moves into the portal, and the ground on the outer rim dissolves.

It has gained 20 C.U., which it may spend.

-8 C.U. - A body. When this is purchased, the buyer may gain a more (optionally) useful form than a blob. They may decide what their body will look like, from any known species to any fictional shapes as long as it is within reasonable structure and size. Although the shape they choose may have differences in utility, it will make no difference for plain combat, item usage, health, etc and is mostly aesthetic.

- 10 C.U. - Ability to understand speech.
- 10 C.U. - Ability to speak.
- 15 C.U. - Ability to read and write.

Anonymous₁₀₀₂₃₈₅

Choose the abilities to speak and understand speech.

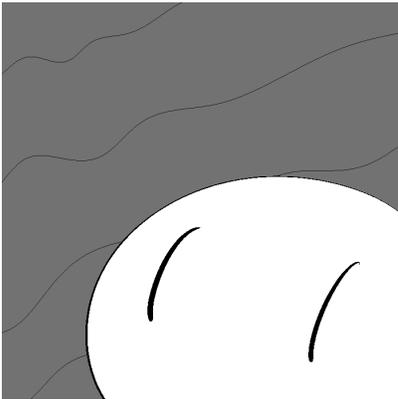
O₁₀₀₂₃₈₈

become rodent shaped
understand speech

Kalt₁₀₀₂₃₈₉

[>>405883](#)

Body, understand speech.



Anonymous₁₀₀₂₃₉₁

It should also have been noted that the body upgrade is necessary for better, yet still undefined, upgrades at a later date.

Furthermore, "reasonable size" is between 1/2 to 3 meters high.

Anonymous₁₀₀₂₃₉₂

[>>405883](#)

Meanwhile, bottom right still humping.

Typo 1002393

Body and understand speech. Not sure what kind of body though.

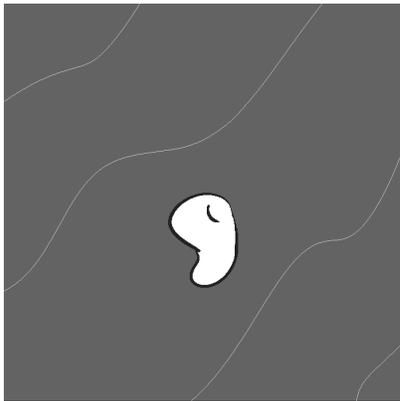
Anonymous1002394

understand speech

3m long naga body

Anonymous1002395

5 stripped neumono predator.



Anonymous1002396

It can now understand speech, and will form a body.

What species will this one be? Suggesting basic categories will also be accepted (bipedal, tall/short, etc).

Kalt1002397

[>>405898](#)

It must remain cute but I can't really think of specifics

Anonymous1002398

serpent tail for legs.

Anonymous¹⁰⁰²³⁹⁹

fine, naga.
GIRL naga.
[>>405899](#)
cute girl naga

Pillbug¹⁰⁰²⁴⁰¹

[>>405901](#)
Cute girl naga seconded

Anonymous¹⁰⁰²⁴⁰²

[>>405901](#)
Cute girl naga with red hair and scales.

Typo ¹⁰⁰²⁴⁰³

[>>405901](#)
Sure, why not.

Saisai¹⁰⁰²⁴⁰⁴

[>>405905](#)
let's do it

MrTT¹⁰⁰²⁴⁰⁵

male

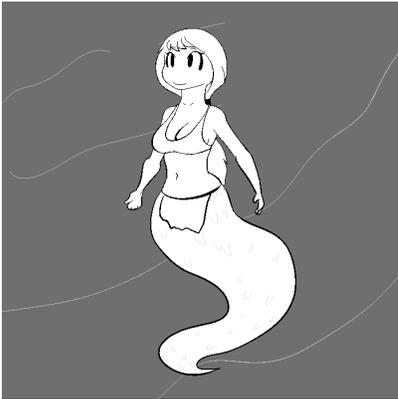
PervDragon¹⁰⁰²⁴⁰⁶

One more vote for the fem-naga. :V

Cobra hoods are also p. cool sometimes.

Anonymous¹⁰⁰²⁴⁰⁷

Become a tiny biped



Anonymous¹⁰⁰²⁴⁰⁸

Is this body acceptable? Specifics such as hair may be changed individually, or a change to a lizard-like upper body.

Typo ¹⁰⁰²⁴⁰⁹

[>>405910](#)

Well if we're gonna have alternate universe Scalene we might as well go all the way.

Anonymous¹⁰⁰²⁴¹⁰

Keep it exactly as it is, but with red hair.

Anonymous¹⁰⁰²⁴¹¹

Red hair, crimson scales go with, and, just to be different, smaller boobs.

Anonymous₁₀₀₂₄₁₂

said naga not lamia. lizard. but still tits. boob lizards.

Anonymous₁₀₀₂₄₁₃

[>>405914](#)

Heck yes.



Anonymous₁₀₀₂₄₁₄

Acceptable?

The hair and scales will be canonically red, but it won't show up in updates.

Typo ₁₀₀₂₄₁₅

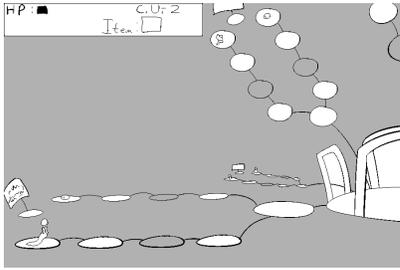
[>>405917](#)

Good enough! Let's do this.

Anonymous₁₀₀₂₄₁₆

[>>405917](#)

Looks good. Onward!



Anonymous¹⁰⁰²⁴¹⁷

After spending the points, the newly formed naga finds herself on another platform with a blob on the other side of this set of platforms. There are 10 portals in the center, and she counts 10 sets of platforms like her own, with 20 total creatures including herself.

She can hop to another platform or stay still.

notrottel¹⁰⁰²⁴¹⁸

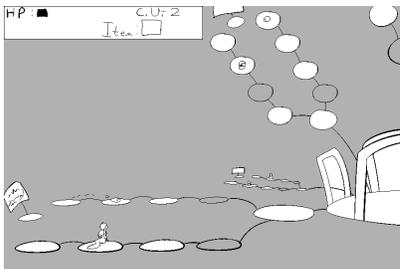
[>>405917](#)

whoa hot a what !!!

[hop2.wav](#)

Anonymous¹⁰⁰²⁴¹⁹

If you can read the sign, do so, otherwise, hop forward 1 spot



Anonymous¹⁰⁰²⁴²⁰

The sign is completely unreadable for her as she is.

The other blob was able to hop far, as though the non-solid line carried it over.

Kalt₁₀₀₂₄₂₁

[>>405930](#)

Watch the blob. If it hops one forward and that doesn't empty out platform 3, then match it by hopping one forward.

If platform 3 on your side disappears, hop one back.

If it tries hopping two forward super fast, match it!

Anonymous₁₀₀₂₄₂₂

As one side hops forward, the hole on the other side hops forward. Wait until the blob has hopped forward to before the hole, then hop backward to plunge it into the hole where surely awaits a horrible death.

That or say hi.

Anonymous₁₀₀₂₄₂₄

[>>405937](#)

no, if he hops forward then the hole will have to loop around so we lept to our death, stay together. point forward and nod to it. stay in time.

Anonymous₁₀₀₂₄₂₅

Continue hopping. When you meet on that platform, eat the blob.

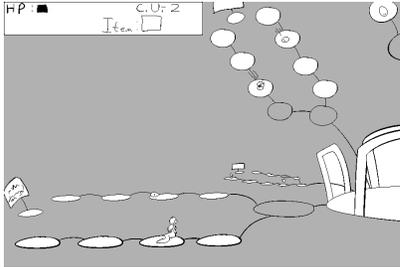
Anonymous₁₀₀₂₄₂₆

It looks like if we waited, we could totally bypass him once he hops forward.

If we want to be even, and trust him, then continue forward.

If we want to be suspicious and either screw him over (or discover our mutual distrust) then stay still.

I vote to continue



Anonymous¹⁰⁰²⁴²⁷

She would like to say hi to the blob, or apologize for what might end with her killing it, but she can only understand speech, not speak it. Even so, she finds it easier to think after getting that C.U., as though her mental facilities were bottlenecked earlier. All it is currently serving to do is make her nervous about this scenario.

Time appears to be moving in steps. If she waits and the blob moves forward, then by the time she makes her move in response, the blob will be able to move again. In other words, all actions appear instantaneously done by everyone at once.

She gestures to the blob to move forward, and they both leap. She is ready to leap again.

Anonymous¹⁰⁰²⁴²⁹

oh snap. looks like moving backwards does move the hole back. And that if the other person goes away, the path opens up completely. Still advocating advancement.

Kalt¹⁰⁰²⁴³⁰

[>>405943](#)

Motion for it to jump back one with you, then jump back as well.

Reasons:

You may empty the next platform, preventing it from moving ahead. If the next platform

doesn't empty, then you know that you can't kill someone by jumping back.
If it stays still, you can distrust it.

Only problem: If the fourth platform doesn't empty AND it moves forward, it wins the game. (Unless it requires both of you to be on the fourth platform to fill in the fifth.)

MrTT₁₀₀₂₄₃₁

this is a competition, if the previous one was any indication the losers die. Don't lose.

Anonymous₁₀₀₂₄₃₂

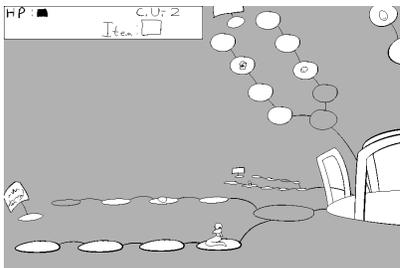
lets keep doing what has worked so far, motion to the blob to move forward and lets move at the same time.

MrTT₁₀₀₂₄₃₃

I notice a pattern.

Each of the ten forks has 2 rows of platforms, each of those has a hole, the hole is located 2 circles ahead of the location of the being on the other side of said fork.

So presumably some cooperation with the blob on the other side is required.



Anonymous₁₀₀₂₄₃₄

She leaps forward once more, but even though she gestured to go forward, the blob did not move.

Elephant Guy¹⁰⁰²⁴³⁵

go forward.

Anonymous¹⁰⁰²⁴³⁶

flash your tits to the blob to get it to move.

Kalt¹⁰⁰²⁴³⁷

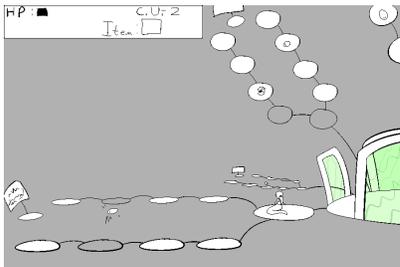
[>>405956](#)

Leap of faith. Go forward one.

If it jumps back, the hole goes back one and you skip it.

If it waits a round, you jump forward and die.

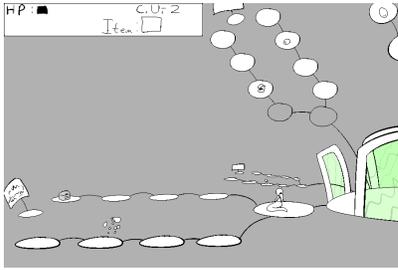
If it jumps forward (probably planning to, so you jump back and it gets ahead by one), you'll still get on platform 5.

**Anonymous**¹⁰⁰²⁴³⁸

... she didn't mean to drop it! But then again, that blob just tried to drop *her!*

Anonymous¹⁰⁰²⁴⁴⁰

Don't feel bad. Like you said, it tried to kill you. Proceed to one of the fancy portals.



Anonymous¹⁰⁰²⁴⁴²

It looks as though the blob falls apart after it drops a few feet, then a chest appears where it started.

Kalt¹⁰⁰²⁴⁴³

[>>405962](#)

Congratulations, you won in the fewest possible steps!

Kalt¹⁰⁰²⁴⁴⁴

[>>405964](#)

Oh my. Greed or guaranteed speedy completion? I'm curious to see what's in the chest... but I have no clue whether there's a drawback. Seeing as there are 10 portals in the center and 20 contestants, you should have a guaranteed portal... but take a look and check if there are any pairs of folks on the final platform like you.

Anonymous¹⁰⁰²⁴⁴⁵

quickly retrieve chest, then head to center platform.

Pillbug¹⁰⁰²⁴⁴⁶

Go through the portal, greed can wait til later

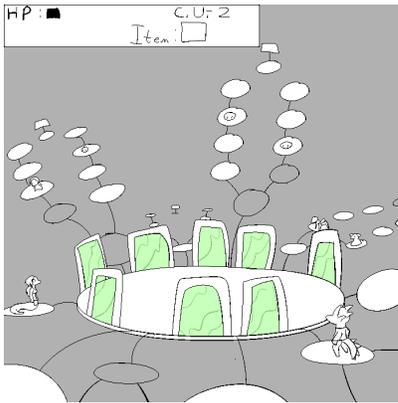
Kalt₁₀₀₂₄₄₇

[>>405967](#)

There's not necessarily a "quickly" - It'll take nine moves to get that chest and get to the portal platform, so it's important to see now whether any pairs are going to complete the game together.

Elephant Guy₁₀₀₂₄₄₈

get that motherfucking chest.



Anonymous₁₀₀₂₄₅₀

Before taking her move, she looks around.

There are 8 platforms left, and at least 4 others that are finished.

If she gets the chest, she will be counting on luck either by either a few of them taking a very long time, or going back to the chest themselves if they also get one.

Anonymous₁₀₀₂₄₅₁

i highly doubt we would be the only one to be given a chest. go get it.

Anonymous₁₀₀₂₄₅₂

Too risky. Go through a gate.

Anonymous₁₀₀₂₄₅₃

I'll vote to just do the portal. It's nice to see that there's a pair that didn't screw each other over

Anonymous¹⁰⁰²⁴⁵⁴

[>>406006](#)

Get the chest!

Slinkoboy¹⁰⁰²⁴⁵⁷

THE CHEST IS LIFE THE CHEST IS GOD GO GET IT



She runs as fast as she can to the chest, which is to say, at the exact speed as everyone else but in a more desperate looking manner.

The chest has her face on it, but she can't read the words. Looking around, there is another person that is heading back to where a chest might have appeared for them, so perhaps the chests are intended for a single person.

Anonymous¹⁰⁰²⁴⁵⁸



She doesn't need to take any additional action to open the chest, as soon as she finishes landing on its platform, it pops open.

She has a choice, the first is to gain 12 C.U.

The other is access to the absorption skill line. Absorption allows the taking of a portion of someone's total C.U., both spent and unspent. They can only be absorbed during the moment in which they are disintegrating. This

only allows access to the ability, and must be purchased with C.U.

Anonymous¹⁰⁰²⁴⁵⁹

Anonymous¹⁰⁰²⁴⁶⁰

take the 12 CU

Pillbug¹⁰⁰²⁴⁶¹

Take the points

Anonymous¹⁰⁰²⁴⁶²

absorption skill.

it will give us less in short term but a LOT in long term.

Anonymous¹⁰⁰²⁴⁶³

[>>406028](#)

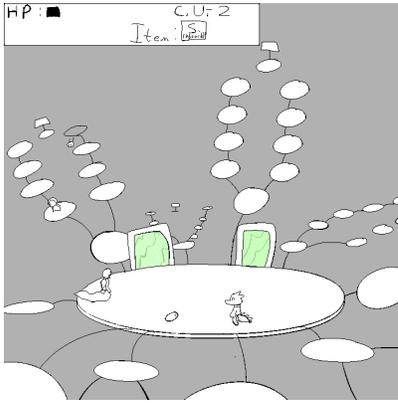
This

Dirtbag¹⁰⁰²⁴⁶⁴

skill line

Elephant Guy¹⁰⁰²⁴⁶⁵

you'd have to be a moron not to choose absorption.



Anonymous¹⁰⁰²⁴⁶⁶

The absorption item is gained, and appears to take up her item slot. It will be used when she enters the portal, but she could see this as problematic if she ever came across two items.

And speaking of two, there are two portals, and one blob and the other lizard creature have just reached the platform at the same time.

Movement on the platform feels free, unlike taking turns on the platforms themselves.

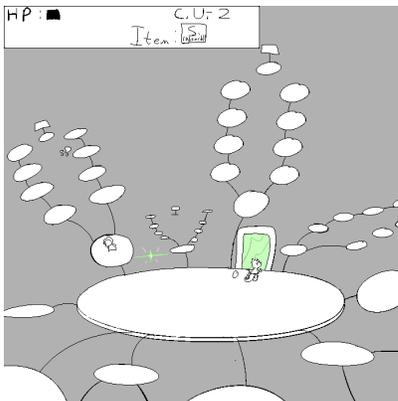
Typo¹⁰⁰²⁴⁶⁷

[>>406034](#)

No time to waste, then...!

Anonymous¹⁰⁰²⁴⁶⁸

salute and move backwards into a portal.



Anonymous¹⁰⁰²⁴⁶⁹

A salute is given, and she was lucky to have been the closest to a portal. She moves in as she sees the blob and lizard racing for the last portal

+ 26 CU!

28 total!

Available additions:

Body Rank 2: +1 HP - 15 CU

Armor Rank 1: +1 armor, allows for a selection of clothing.

- 8 CU

Weapon Rank 1: Allows attacking others, starting at 1 attack. - 4 CU

Ability to understand speech. - 10 CU

Ability to speak. - 10 CU

Ability to read and write. - 15 CU

~~Absorption Rank 1: Allows retrieval of a dying creature's C.U. - 30 CU Not enough CU.~~

Anonymous¹⁰⁰²⁴⁷⁰

Weapon and armor rank 1, Ability to understand speech

MrTT¹⁰⁰²⁴⁷³

Buy ONLY weapon.

Save all other CU for absorption.

Anonymous¹⁰⁰²⁴⁷⁴

get a weapon.

Anonymous¹⁰⁰²⁴⁷⁶

Get the ability to read and write. That way, if there are rules written or stated, we can understand them as soon as we start.



Anonymous¹⁰⁰²⁴⁷⁷

Come to think of it, she already knows how to understand speech.

Maybe purchasing it again allows her to understand it better. Lie detection, sarcasm detection.

Or the system is just allowing her to throw her points away.

Anonymous¹⁰⁰²⁴⁷⁸

[>>406041](#)

Weapon and armor.

You just know some asshole will try to outgun us otherwise.

Anonymous¹⁰⁰²⁴⁷⁹

lol, weapon and armor.

Anonymous¹⁰⁰²⁴⁸⁰

Read/write, weapon rank 1.

Anonymous¹⁰⁰²⁴⁸¹

Weapon rank 1, armor rank 1, ability to speak.

Anonymous₁₀₀₂₄₈₂

Weapon, Armor, read/write

**Anonymous**₁₀₀₂₄₈₃

Read/Write, Weapon Rank 1 and Armor/Clothing rank 1 have been attained! 27 CU lost. She has 1 CU remaining.

She must decide on what clothing/armor looks like as well as what weapon she will wield. The weapon may be anything at all, even things normally not thought of as a weapon.

Anonymous₁₀₀₂₄₈₄

a global dictionary. just a massive book of all words ever. as weapon.

Pillbug₁₀₀₂₄₈₅

A smaller poisonous naga for a weapon

Anonymous₁₀₀₂₄₈₆

Gamma-Ray laser eyes.

Anonymous₁₀₀₂₄₈₇

Poisonous fangs and claws, thicker scales and skin. All natural is the way to go!

Typo 1002488

[>>406064](#)

Sure that sounds good.

Anonymous 1002489

Natural armor, movable hair weapon

MrTT 1002490

[>>406070](#)

upvote!

Anonymous 1002491

[>>406070](#)

Sounds good

Elephant Guy 1002492

[>>406070](#)

fuck yes hair weapon.

EveryZig 1002493

[>>406070](#)

Like medusa hair?

Anonymous¹⁰⁰²⁴⁹⁵

[>>406064](#)

Sure this one whatever.

Anonymous¹⁰⁰²⁴⁹⁶

[>>406093](#)

Kinda, but prehensile hair instead of snake hair. Ex: <http://tvtropes.org/pmwiki/pmwiki.php/Main/PrehensileHair>

Anonymous¹⁰⁰²⁴⁹⁷

THE ONLY CHOICE



Anonymous¹⁰⁰²⁴⁹⁸

Belated information on rank descriptions!

[>>/questdis/361862](#)

Because of this delay, changes to the last spending session are allowed if there is an strong desire to do so.

In the meanwhile, she will continue to ponder what clothes to wear, if, increasingly unlikely, any at all.

Anonymous¹⁰⁰²⁴⁹⁹

Until something better gets made, let's make sure she has some coverage at least.

Anonymous₁₀₀₂₅₀₀

Nekid scale armor + hair whips

Anonymous₁₀₀₂₅₀₁

Here's my suggestion for clothing, but I still vote for natural armor, with this clothing being purely for covering.

Anonymous₁₀₀₂₅₀₂

[>>406116](#)
nice, vote this.

Elephant Guy₁₀₀₂₅₀₃

[>>406113](#)

coverage? why on earth would you want that?

Anonymous₁₀₀₂₅₀₄

[>>406116](#)
'Tis cute~

Anonymous₁₀₀₂₅₀₅

I'm selling these fine leather jackets.

MrTT₁₀₀₂₅₀₆

[>>406116](#)
I am still for natural armor but if we have to have clothes then use this

Anonymous¹⁰⁰²⁵⁰⁷

[>>/questdis/361862](#): Regarding weapon forms: "However, its usefulness as a tool is as it appears..."

For a weapon, I'd call for a fully stocked, very sturdy red (to match her hair) toolbox, with a rod attached to the bottom so she can wield it like a two-handed warhammer.

If that's deemed to be too exploitive of the rules, then I choose a hybrid one-handed warhammer/warax, with one side of the head being a hammer and the other being an ax. With the head colored the same shade of red as her hair.

For armor, first choice is to go with thicker scales overall, with a skirt-like green wrap around her waist, and a proper white sports bra instead of a chest wrap.

Secondary choice is [>>406116](#).

Anonymous¹⁰⁰²⁵⁰⁸

[>>406165](#)

nice.

Anonymous¹⁰⁰²⁵⁰⁹

You people are being so very, very short on ranged offense. Why no killing before they get close enough to hurt us when they're frothing at the mouth and swinging a battleaxe?

I'm thinking a solar powered laser gun with a huge battery, the huge battery can run other things that need power, the gun can set things on fire or melt them depending on how flammable they are. Great for cutting doorholes in walls of impenetrable armour and/or rock.

Dirtbag¹⁰⁰²⁵¹⁰

[>>406124](#)

Yes

This is good

AND it has a weapon

an awesome weapon!

All will fear our mighty jams

Anonymous¹⁰⁰²⁵¹¹

[>>406195](#)

because battles look like they will be in RPG style so range is worthless.

EveryZig¹⁰⁰²⁵¹²

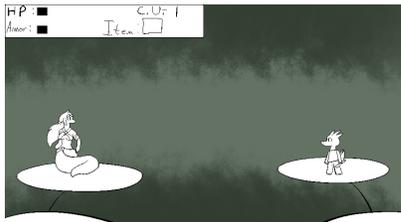
[>>406195](#)

There's a problem with that plan. Do you see a sun around here?

Otherwise I like the idea of a ranged weapon. Maybe we should see if we can get telekinesis.

[>>406200](#)

Range is still potentially useful for screwing around with PUZZLES or TRAPS.



Anonymous¹⁰⁰²⁵¹⁵

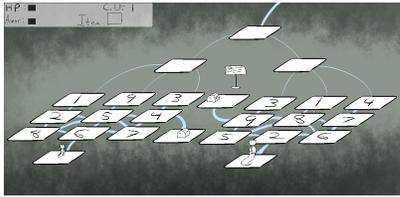
She is tempted to go in the nude, but she would rather look pretty and not have herself bounce around as she moves and all sorts of other excuses to get herself to put on some clothes. It would not be a surprise for her to see options later on that allow additional suits and weapon forms, in which case she will remember the others.

Her hair is now maneuverable enough to strike with it as a weapon, but not with great fine control.

The lizard from before is set up as her opponent this time. It shouts a greeting out to her, and claims it wants to work together. He sounds afraid, or good at pretending to be. He says he can only speak, though, and he does not know how to understand others.

Which is very strange now that she thinks about it, but so is everything. She is mute

still, so it doesn't matter for the moment.



Anonymous¹⁰⁰²⁵¹⁸

She can't see as far away this time, there is a grey fog that only makes the vicinity visible, as well as making it even more dreary than usual. Nonetheless, off in the distance, she sees a lit up number '4'.

The sign reads 'Your unlock code order is: 5-8-9'

redaeth¹⁰⁰²⁵¹⁹

Hop to the two, the five, eight, nine. Observe the door count. If the count is greater then two goto and unlock the chest. otherwise go 3. Proceed to exit.

Put a thumbs up if you want to cooperate.

Anonymous¹⁰⁰²⁵²⁰

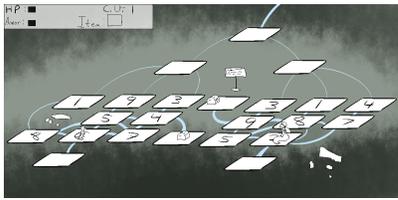
Go forward to the 2, then

Anonymous¹⁰⁰²⁵²¹

you can't really work together. if it can't understand you.

>>406236

i think the four is the panel we need to be o in order to exit.



Anonymous¹⁰⁰²⁵²²

She gives a thumbs up, he gives a smile, both leap forward. In light of the effects of doing so, she isn't sure if she should do anything different before or during her hops to 5, 8 and 9.

She makes a note of the lit up '4' in the distance, and will notice if any change occurs.

redaeth¹⁰⁰²⁵²³

proceed, observe the appearing whiteness as you do as well as the count.

Anonymous¹⁰⁰²⁵²⁴

motion for him to come closer and point to yourself and then panel 5.

MrTT¹⁰⁰²⁵²⁵

oh shit, if you both jump to the correct square you BOTH die.
 What needs to happen is you stay still and he goes one forward.
 Then he stays still and you go one forward.
 Then one of you going towards the nine and the other not (if you both go you both die).

It is a problem since you can't speak and he can't understand. But maybe if you use hand symbols?

Alternatively, he is kinda wimpy looking. I think we could go forward, go to his part, kill him, get both chests, get the code, and go forward.

Problem is, based on previous games you could be competing for a limited number of gates to next level.

Anonymous₁₀₀₂₅₂₆

[>>406217](#)

Especially strange considering that your choices did not include being able to speak. Different objects must have different starting parameters, despite appearing uniformly alike.

MrTT₁₀₀₂₅₂₇

[>>406249](#)

we did have that option to choose from. It costs 10 CU

redaeth₁₀₀₂₅₂₈

Hmm pretty sure the unlock code is for the chests, not killing each other. The problem is that he has an easy route to the end with hopping to the 1, then the exit. He also can just wait by the chest and be ahead of you easily as well.

Anonymous₁₀₀₂₅₂₉

[>>406248](#)

we need to go 5-8-9 if want the chest. he goes 7-5-4 and we both get to the chest square.

Anonymous₁₀₀₂₅₃₁

[>>406253](#)

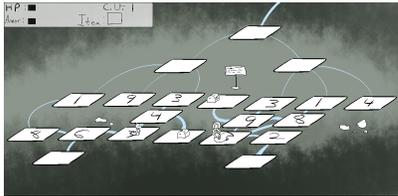
if he can read then he will know his own unlock code.

redaeth₁₀₀₂₅₃₂

Heres what you should do, have him wait, gesture for him to stay put, while you hop through the passcode then head to the chest. Have him head to his chest. Finally you both can proceed to the exit.

redaeth1002533

You know what, have him proceed to the chest while you hop through the passcode. He can unlock and proceed to near the exit while you unlock your own chest. Then you can bypass the 3 that he destroys. Have him wait for you on the unnumbered one and you can both proceed to the exit together.



Anonymous1002534

He looks over to number 8, but looks back in time to see her gesturing all over the place.

After he shouts to confirm he is supposed to move to 7 and her to 5 while she shakes and nods her head, it is done.

Both of them breathe out in relief that the other didn't screw them.

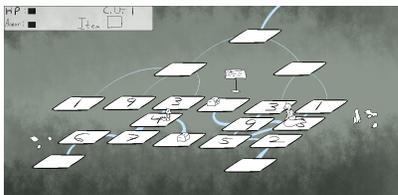
She points to the sign, and he yells that he doesn't know how to read. He wants to know what it says.

redaeth1002535

Point to 5-8-9 then the chest. Give him a thumbs up. Finally point to the 4 where hes to move.

Anonymous1002536

point to the sign, then to the chest. then to 8 and 9.



Anonymous1002538

She points to the 5, 8 and 9, then the chest. He confirms it with his speech.

He moves to 4 and her to 8, making nother jump go

according to plan. Both have more reason to be at ease for the moment, as it doesn't look like there is an immediate way to kill one another with any jumps. The lizard asks where to go, and how he is supposed to open his own chest.

Anonymous¹⁰⁰²⁵³⁹

point to his chest and when he jumps to it, jump to 9.

redaeth¹⁰⁰²⁵⁴⁰

Point to the chest platform, and hop to 9. Im hoping that that both chests open if one person gets the passcode since he had no way to go through the code without going on a non-code number.

Anonymous¹⁰⁰²⁵⁴¹

Isn't he right where he needs to be? Just jump to the chest and then back.

He can go chest, 4, 3, out. You can go 9, chest, 9, 8, 1, out.

EveryZig¹⁰⁰²⁵⁴³

[>>406274](#)

Inaccessible? We just did 5 and 8, and we can move to 9 from here.

Anonymous¹⁰⁰²⁵⁴⁴

[>>406273](#)

The only problem that I can see coming up is him jumping on 1 after securing his exit.

[>>406274](#)

We've been following the unlock code, but since doing so breaks their pieces we can't both follow the same one.

On that note, it looks like it was impossible for him to go 5-8-9. Either the password works for both chests at once, and required us to do it the whole time, or he has a completely different password.

Terrec¹⁰⁰²⁵⁴⁵

Given how sadistic this place has been, I suspect that once one of us gets to the blank tile all of the numbered tiles (or at least the opponent's) will break. That **might** not be the case, given that this room seems geared toward teamwork, but all the same we should play it safe and have both of us reach the blank tiles simultaneously.

redaeth¹⁰⁰²⁵⁴⁶

After observing what happened when 6 disappeared we might get a straight jump to the exit platform after he hits his 3 so we dont have to go to the 1. If not well [>>>406273](#) has the right idea.

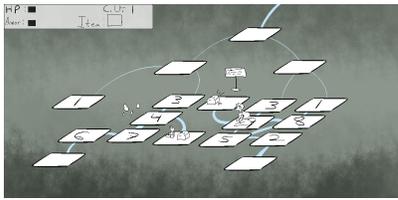
Dirtbag¹⁰⁰²⁵⁴⁷

I'd suggest just pointing to the chest or shrugging. After he gets it, tell him to go to 3 and then to the top platform but motion to halt with sudden open palms, then you should head for 1 after getting your chest.

I think that would work. Granted that he won't do anything to screw you.

Anonymous¹⁰⁰²⁵⁴⁸

Gesture for him to wait where he is. and point how you will move to 9. When we reach 9, that will hopefully unlock both chests. Then we'll check together.



Anonymous¹⁰⁰²⁵⁵⁰

The lizard jumps to his chest, and she jumps to the 9.

A click is heard from her chest, and hers alone. The sound of her chest's lock hitting the platform isn't enough to drown out the awkward silence.

Taffer¹⁰⁰²⁵⁵¹

[>>406293](#)

Too bad for the lizard guy. Jump to the 3 then get the chest.

O¹⁰⁰²⁵⁵³

[>>406295](#)

no no, don't do that. Just look at him and try to look sorry and exasperated. lots of hand waving.

He can't do anything to prevent you from completing except standing at the exit and trying to fight, and given how easy it would be for people to screw eachother on this challenge, there is probably not going to be a race for the exits.

Elephant Guy¹⁰⁰²⁵⁵⁴

we really need some goddamn speech.

Anonymous¹⁰⁰²⁵⁵⁵

[>>406301](#)

To be fair, it wouldn't have helped here.

new guy¹⁰⁰²⁵⁵⁶

look apologetic, then move to the chest and point to the path he would have to take to reach you. if he can't reach you open the chest and see if we can share half of what we find in the chest with him



Anonymous¹⁰⁰²⁵⁵⁷

She gives a look to him, trying to look apologetic, but all she can do is hope it came off as intended. He frowns, but does not appear terribly angry as he jumps to his 4. She can't say that jumping to her 3 to end his options didn't occur to her, but she doesn't do so. He doesn't appear as unhappy, knowing how easy that would have been.

This chest doesn't have her face on it, but like the other one, she gets a choice.

+28 CU

OR

Access to Mid-air Jump ability to be available for purchase at any time, costs 150 CU

OR

A Mid-air Jump item. It does not cost any CU to use, but it can only be used once.

Mid air jumps can be used as either a double jump, or to jump after falling off of something.

Anonymous¹⁰⁰²⁵⁵⁸

double jump is a interesting thing. but only if there are going to be a lot more of these things. and i mean a LOT.

anyway, get the CU. and jump back.

new guy¹⁰⁰²⁵⁵⁹

CU we still have the consume ability as our item, and I doubt that saving up 150 cu would be viable.

Anonymous¹⁰⁰²⁵⁶⁰

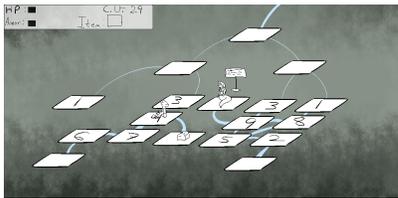
[>>406310](#)

we already have an item, so that's kinda out. I'd like to do a lot of upgrades, so I vote C.U.

That said, I am totally not against the potential to learn mid-air jumps.

redaeth¹⁰⁰²⁵⁶¹

Lets get the enable mid-air jump buying. If someone tried to kill us with a disappearing platform we can use that to save ourselves.



Anonymous¹⁰⁰²⁵⁶³

A SPECIAL ability item only requires an item slot until it is brought to the end of the stage, then is used up and the possibility to purchase it is there forever.

She picks out the 28CU, which appear as coins in manifest form. She puts them in an imaginary pocket.

O¹⁰⁰²⁵⁶⁴

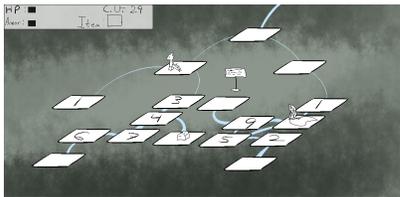
hold up coins to show him, point to end area

Anonymous₁₀₀₂₅₆₅

Give him half the coins when you meet up.

Anonymous₁₀₀₂₅₆₇

Point to the 3 tile, then the blank tile, then sharply gesture downward with flat palms down, in what he'll hopefully read as "stay put." Jump in the order of 9-8-1-blank. Give him 10 C.U., if possible, as thanks for working together. Then he can buy the ability to understand speech.

**Anonymous**₁₀₀₂₅₆₈

She waves the coins over to him, and tries to gesture to him to stay put, but he looked away. Both jump two times.

He looks over to his number 1. It would drop her if he landed on it, and she can't get his attention.

Chrysalis ₁₀₀₂₅₆₉

Try throwing a coin at him to get his attention. If that doesn't work, just go ahead and jump - if he lands on the 1 before you do, you'll be stuck here anyway. Besides, he doesn't actually have any reason to jump onto the 1. Unless he's decided to... terminate your partnership.

Anonymous₁₀₀₂₅₇₀

[>>406337](#)

Well, leap of faith time. If he moves to 1 either you disintegrate now or you die of starvation unable to reach the exit.

redaeth₁₀₀₂₅₇₁

Nothing to do but trust him. You lose either way.

Anonymous₁₀₀₂₅₇₂

If he jumps on the 1, you're screwed whether you're on the 1 tile or not.

Can you spend 10 C.U. right now to get the speech ability and yell to him, or can it only be spent at the end of a level? Otherwise... Uh... Bang on the floor?

O₁₀₀₂₅₇₃

It would drop him too though, wouldn't it? Don't you move at the same time?

Anyway, there's nothing for it but to trust him. If he decides to fuck you, falling and being stuck are both the end of your adventure.

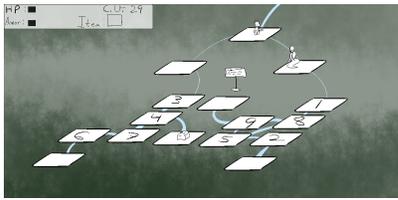
Anonymous₁₀₀₂₅₇₄

[>>406337](#)

If you can't get his attention, there's nothing you can do but get onto square 1. Hop to it.

EveryZig₁₀₀₂₅₇₅

You could try making a noise by knocking on the platform, then motioning that you are going for your 1.



Anonymous¹⁰⁰²⁵⁷⁷

She tries to hit the ground, and he looks over, showing that she's jumping to her one. He shouts that he wasn't going to jump on his number 1. Twice, in fact, trying very hard to convince her. She takes a leap of faith with nothing else to do, and he proves his word.

Another jump is taken, and both have cleared the number grid.

As far as she knows, CU can only be spent at the end of a level.

Anonymous¹⁰⁰²⁵⁷⁸

jump over to him.

Anonymous¹⁰⁰²⁵⁷⁹

Nothing left to do but jump over to his tile. Give him a hug, or at least a handshake, for working together and not screwing you over. Maybe give him 10 C.U. so he can buy the speech ability, if you can.

What is that he's carrying? A flute?

Anonymous¹⁰⁰²⁵⁸⁰

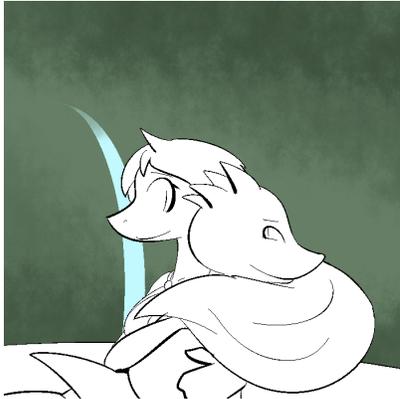
HUGS

redaeth¹⁰⁰²⁵⁸¹

Perpare for treachery if he attacks you but if he doesn't give him 10 points like they said.

Anonymous₁₀₀₂₅₈₂[>>406353](#)

hugs

**Anonymous**₁₀₀₂₅₈₃

It feels weird seeing someone up close. As a blob, she was barely able to formulate memories, so that time she rolled on top of another blob feels like a long past day-dream.

The lizard appears absolutely ecstatic that she didn't backstab him while she had the chance, and even more so when she gives him 10 CU. He is more than willing to engage in hugs.

He says it's very strange that it didn't show a combination to his own chest, but mostly he just wants to get out of here, and hopes there is an end. He doesn't think he is cut out for this.

Chrysalis ₁₀₀₂₅₈₄

Hey, he's doing well enough so far. Give him a reassuring smile, then head on to the end of the level - if it is the end of the level - so you can spend that CU and actually talk to each other.

Anonymous₁₀₀₂₅₈₅

Dawwww, wasn't that pleasant? Now onwards, together!

See if you can hold on to his hand while you both jump over the exit link. This place seems like it'll try to split you up, but maybe direct contact will stop it.

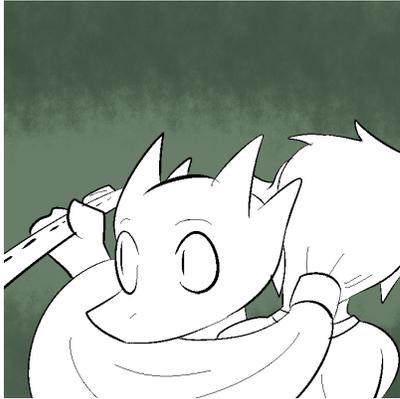
Anonymous₁₀₀₂₅₈₆

ADVANCE HAND IN HAND. SEE IF A PORTAL WILL ACCEPT DUAL ENTRY, EVEN IF ONLY ONE REMAINS.

EveryZig₁₀₀₂₅₈₇

[>>406364](#)

And hope Voldemort isn't on the other side :V

**Anonymous**₁₀₀₂₅₈₈

After a silent gesture to the flute, he explains that he got a music ability from stage 2. It was free, and he decided to make his weapon a flute.

**Anonymous**₁₀₀₂₅₉₁

Both members jump over the line, while holding hands, that disappears in the distance. It keeps them together, and they have time to relax while they appear to be suspended through the air.

Checkpoint reached!

Current CU: 19

Available additions:

Body Rank 2: +1 HP - 15 CU

Armor Rank 2: +1 armor, allows for a selection of clothing. – 18 CU

Weapon Rank 2: +1 attack. – 9 CU

Ability to speak. – 10 CU

~~Absorption Rank 1: Allows retrieval of a dying creature's C.U. – 30 CU Not enough CU.~~

Anonymous¹⁰⁰²⁵⁹²

speech and weapon rank 2

Anonymous¹⁰⁰²⁵⁹³

I vote being able to talk, hopefully he will use his CU to be able to listen.

From there I'm split between better hair, or saving for a better body.

Chrysalis¹⁰⁰²⁵⁹⁴

Ability to speak; save the rest in order to get special abilities in future.

Anonymous¹⁰⁰²⁵⁹⁵

speech, save rest.

Anonymous¹⁰⁰²⁵⁹⁶

Buy only the speech ability; Bank the rest to go towards buying the absorption ability, or other abilities, later.

Compliment him on his playing, and say you weren't offered the music ability in the second stage like he was; You found this absorption ability purchase offer instead. Ask which

abilities he chose for himself.

Anonymous₁₀₀₂₅₉₇

In order to make use of the absorption ability we are going to have to either actively try to kill people, hope they screw up somehow and end themselves, or hope they try to kill us to give us moral precedent to retaliate.

We should probably consider changing our item, or our playstyle.

Anonymous₁₀₀₂₅₉₈

[>>406375](#)

This. Picking absorption is sort of a dedication to a more cut throat playstyle. And as soon as we had a chance to be nice and cooperate, we took it.

It may not be the appropriate skill for us. We can save points, and see how things turn out, but I wouldn't suggest being totally dedicated to it.

new guy₁₀₀₂₅₉₉

[>>406374](#)

this.

redaeth₁₀₀₂₆₀₀

I think we're going to be pit against other teams in the future so having the ability to gain CU quicker is a definite plus. I say we save up for absorption

Anonymous₁₀₀₂₆₀₁

I noticed we don't have the option to buy understand speech a second time.

I hope that doesn't mean it's not an option at all for anyone right now, and that it was just a glitch or trick last time.

Anonymous₁₀₀₂₆₀₂

[>>406376](#)

we have the ability to buy absorption. killing him now would gain us nothing.

**Anonymous**₁₀₀₂₆₀₃**Gained: Speech**

She gives him a nice complement on his flute playing. It isn't a polite lie, either, he is very good.

He says that some people get skills out of nowhere that probably won't help much in the stages. It seems to be entirely luck, but he doesn't know how frequent it is. He thanks her, and says he seemed to get better at it when he upgraded his weapon. Then he smiles, and thinks her new voice is very sweet, and so shows that he got the ability to understand her.

After asking, he explains that he has a Rank 4 weapon, aside from his rank 1 body, speech and understanding.

He asks, with a shake in his voice, if she has a name.

Anonymous₁₀₀₂₆₀₄

[>>406380](#)

Correct. I said if we buy absorption, it could go to waste unless we become more cut throat, whereas we seem to be playing fairly nicely.

I didn't say 'kill our little lizard friend to feed an ability we don't have yet'.

Anonymous₁₀₀₂₆₀₆

Save CU. Absorption, damn it! We need to be more aggressive.

Anonymous₁₀₀₂₆₀₇

I propose the name Alison

Anonymous₁₀₀₂₆₀₈

[>>406385](#)

Ah poop. K.

We're Threeflower, because we're prissy ninnies.

Typo₁₀₀₂₆₀₉

[>>406386](#)

I like Alison.

Anonymous₁₀₀₂₆₁₀

7 ranks? Man that's just unfair. Well, let's make the best of it. Speech is good if we're playing the collaboration role.

Chrysalis 1002611

Of course, there's no need to decide until we have enough CU to actually get a special ability. Who knows - we might find something more useful by then.

As for a name, how about Tiamat? Ask if he has a name too.

Anonymous1002612

[>>406386](#)

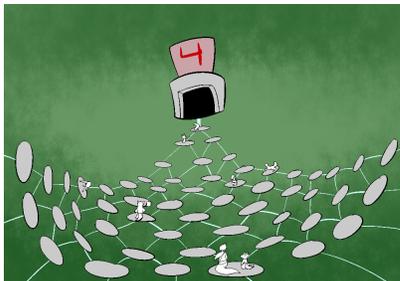
Alison sounds good. Does he have a name?

Anonymous1002613

[>>406391](#)

How about Tia instead of Tiamat? I think it sounds a little better. Ask if he has a name. Oh, and tell him your abilities as well.

The banked C.U. doesn't have to go towards the absorption ability, but I'd feel a little silly if we didn't buy it after going to the trouble of getting the chance to. We'd just have to earn back 30 C.U. from its use to cover its cost, and others are bound to end up dying nearby eventually, whether we cause it or not. Why not profit from that?



Anonymous1002616

Her name is Alison. He says it is very nice, before she asks if he has a name.

He shakes his head, and says no one named him before. That gets a chortle out of Alison, who explains she just made it up now.

A similar chortle comes out of the lizard, who thinks for a moment before saying that his name will be Iso.

The light trail ends, and they are pushed to the next part of the stage. There are already five others running for the exit.

Anonymous¹⁰⁰²⁶¹⁷

[>>406396](#)

Hold it. Are any of the platforms disappearing or appearing?

O¹⁰⁰²⁶¹⁸

This seems uncharacteristically straight forward.
Guess you better get a move on though.

Anonymous¹⁰⁰²⁶¹⁹

this looks like the battle stage. go go go.

new guy¹⁰⁰²⁶²⁰

looks like the gate is only going to let 4 more people through. run for it.

Anonymous¹⁰⁰²⁶²¹

[>>406399](#)

If only we had a ranged weapon to stop four people reaching that door before we could get near.

Lean right to avoid the guy with the axe. Path's no longer either way.

Anonymous¹⁰⁰²⁶²²

[>>406404](#)

Weapon appearance has no impact on strength. Iso has a Rank 4 Flute. It's just as powerful as a rank 4 axe, or a rank 4 Space Battleship Yamato Wave Motion Gun combat wise.

I do think we should continue along holding hands with Iso.

Anonymous¹⁰⁰²⁶²³

Wait so you're not fast. The gate can only take 4 more before vanishing. And there are 6 objects closer to the gate than you, not counting your lizard friend.

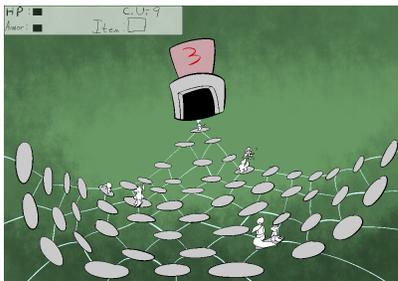
I'm thinking we may have got the short end of the stick here.

Try going up to leave via one of the light pathways behind you that enter the room. Preferably one the others came from.

Anonymous¹⁰⁰²⁶²⁴

How do you know it's a counter over the door? It could just indicate this area or the next is stage 4, or that we have to defeat 4 opponents to continue. We just don't know right now.

Stick together, advance up the middle, and avoid fighting for now.

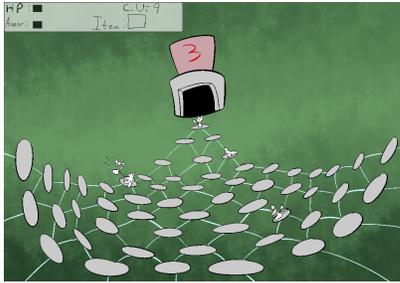
**Anonymous**¹⁰⁰²⁶²⁵

One jump is taken, and the number goes down when the first one enters. It is like the portal system, except inside of a building.

It does not look like the platforms are changing from any movement, the only danger appears to be that the paths converge, forcing people to either hang back, fight, or hope

their paths intersect with a nice person.

Iso almost doesn't jump with Alison, making her wonder how he got this far.



Anonymous¹⁰⁰²⁶²⁶

The one at the front just turns around instead of jumping inside.

Terrec¹⁰⁰²⁶²⁷

I'm going to take a wild guess and say that not only are all three hostile, but that at least one is more interested in killing than continuing. Let's keep going, and try catching their weapons with our hair while Iso attacks them.

new guy¹⁰⁰²⁶²⁸

I can think of 3 motives for him doing that off the top of my head.

1. he wants to kill on of the remaining peopel for revenge
2. he teamed up with one or more of the renaming people and wants to make sure they make it, unlikely since there are enough slots for all but two of those who remain.
3. he has some ability similar to absorption and wants to get cp by killing others.

however since you all move at the same speed his motive doesn't matter since no matter what your going to reach the end last. lets hope its number 3 so he won't just go through himself and leave you and iso alone with a portal that will only take one more.

Kalt₁₀₀₂₆₂₉

[>>406414](#)

Dude probably has Absorption or some other incentive to stay back and be a jerk.

Can Iso attack from range with his flute? In any case, keep moving forward toward the center with Iso.

It looks like combat resolves instantly (or appears to resolve instantly) upon entering a platform with another character. If you and Iso land on the platform with the gate guard, you may be able to take a hit with your armor while he attacks the dude.

Kalt₁₀₀₂₆₃₀

[>>406418](#)

Even if you and Iso are left with one counter on the gate, you two move instantly. You might both still be able to get through.

Anonymous₁₀₀₂₆₃₁

Looks like he's going to block the exit and take on the others. I'd bet he's got an absorption ability.

Keep moving up together, and see if the other two fight the guy at the gate. If one hesitates, try to talk to it and maybe convince it to team up with you to take this guy down.

Anonymous₁₀₀₂₆₃₂

go forward and right until you reach the end.

MrTT₁₀₀₂₆₃₄

If you hang back, then that guy might be defeated and 2 will pass by him, leaving a door that only you or Iso can pass, not both.

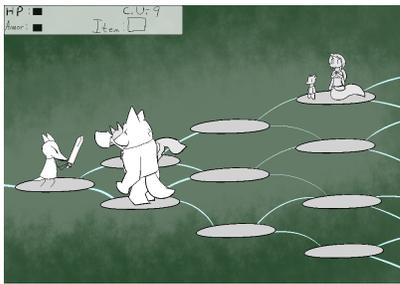
However, it is more likely he will beat the first one to rush him. The other can join up you two to gang up on him.

Or heck, all 4 can gang up on him at once and if none of you die then you could have some sort of wager on who passes...

Being combat optimized he would beat you 1v1. And he probably cannot speak.

So start by talking and seeing who else here can to recruit allies on the fight against him.

Also, do not wait, proceed forward at max speed.



Anonymous₁₀₀₂₆₃₅

The tallest one yells to the quadruped to team up. The quadruped stops at the second to last set of platforms, and lets the axeman catch up to the other platform.

Alison and Iso continue forward all the while, and the big ones wait a turn without moving.

Alison asks why they don't both leap at him, that she does not know anything about combat. The axe wielder explains that when two people engage in combat, both attacks are dealt at the same time. Both the axeman and the quadruped killed their opponents in one hit, but the axeman admits that his health was hindered by his opponents attack, and bets that the quadruped's health is down as well.

In other words, everyone may leap at the guardsman, but the guardsman has a very good chance of slaying one person as he himself is slain.

On asking about range, the axeman says that if there is an upgrade for ranged abilities, he hasn't seen anyone with it. He has seen someone who got a gun, only to have the bullet disappear after melee range. The look on the gunman's face was the greatest thing the axeman had ever seen.

Kalt₁₀₀₂₆₃₆

[>>406432](#)

The blocker may be too smart to let them both jump at him. Jump forward, tell them to wait, and get ready to attack him four at once.

Worst case, you'll all jump to the last platform as the blocker jumps away, and then you can all jump into the 2 gate simultaneously. Who knows what'll happen?

Elephant Guy₁₀₀₂₆₃₇

go forth as one! with the power of friendship!

Anonymous₁₀₀₂₆₃₈

"then we will come up too and all 4 of us will attack at once, whoever he doesn't attack will live and leave three left for the gate" then if whispering works, tell iso "don't actually jump, let them do it"

MrTT₁₀₀₂₆₄₀

[>>406438](#)

They might hear you, and this might backfire.

Also, I bet he is going to jump forward and kill one of them. He is near guaranteed it will be a 1v1 battle for him to win and at worse someone else will get to the gate first but still leave him a slot to take.

Unless one of them jumps to share a square with the other without attacking him which gives a 50% -50% chance of engaging or not.

Anonymous¹⁰⁰²⁶⁴¹

We better compare health and armor levels between the four of us, and ask if they saw the guardsman fight anyone else before you two arrived. Move up to the tile behind and between the quadruped and the axeman for now.

[>>406438](#)

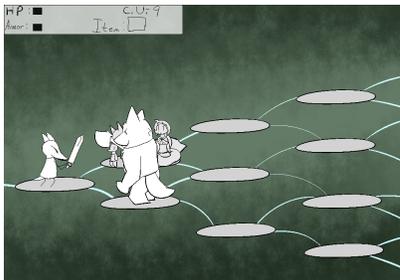
There is a risk with this plan that nobody will make the actual jump, or only one will.

Anonymous¹⁰⁰²⁶⁴²

Yeah uh, let them duke it out. Once one gets disintegrated, the other two and you two can leave. Nobody else is coming up behind you?

new guy¹⁰⁰²⁶⁴³

good odds the mouse will jump forwards and take out one of them however he will probably jump the axmen so as to not be near you and iso. either way you should keep going towards the exit.

**Anonymous**¹⁰⁰²⁶⁴⁵

Alison whispers to Iso while the other two are distracted that she will try to get everyone to jump at the same time, but if it works, not to jump with them.

Iso does not like being so treacherous, but he doesn't think any less of Alison for it. With that, they move forward twice. Surprising to her, the Guardsman does not jump forward at anyone. No one else is coming in from behind.

Alison asks to jump at the same time. Someone will die, but this way, it will solve the issue with only three people able to get through.

The Axeman says that is reckless, and won't jump with a quarter chance of dying. When Iso asks if there is any alternative, the Axeman falls silent for a moment before acknowledging he will jump with everyone, as there is a time limit on these stages, and eventually the stage begins dissolving at the back towards the portals. The Quadruped nods in agreement, and will jump as well.

Alison and Iso share their armor and health levels. The axeman says he has 1 health remaining, 2 armor and 2 weapon. The Quadruped cannot speak.

If there are any doubts for her to go through with this plan, she will have to speak up immediately.

Anonymous₁₀₀₂₆₄₆

The guardsman isn't talking. He must have buffed everything else and not communication. Or perhaps he's a respawning enemy? This is confusing.

Elephant Guy₁₀₀₂₆₄₇

if I were you I wouldn't trick them. y'know, make some friends.

Kalt₁₀₀₂₆₄₈

[>>406456](#)

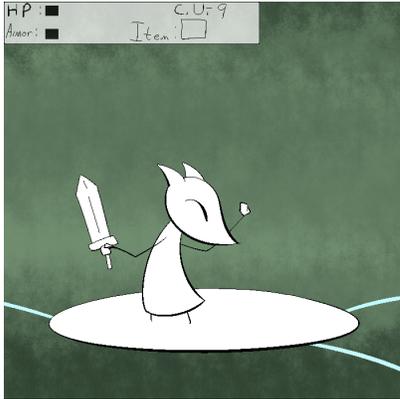
Wait!

Maybe the guardsman can't communicate! He hasn't killed anyone yet, and maybe he's waiting for everyone to get there so they can all jump into the portal at once!

Tell everyone to stop, and try to communicate to the guardsman with gestures and possibly speech (if he can understand and not speak).

Anonymous₁₀₀₂₆₄₉

Don't have Iso hang back. He is an absurd striker, and him staying behind could easily get him screwed over (like if the guard runs away, then you have three people waiting for a door with two more openings, and Iso is left standing a square behind)

**Anonymous**₁₀₀₂₆₅₀

Alison cancels the plan for the time, and attempts to communicate to the Guardsman with gestures. He does not seem to understand words, and Alison does not know how to try and convey that she wants to find out his motives or similar things.

The only thing the Guardsman does is motion Alison towards himself.

MrTT₁₀₀₂₆₅₁

[>>406468](#)

Agreed... but how to convey that info to Iso? whispering looks suspicious.

We could stand our ground too, and then the other two jump and we hope they don't both survive or only one of us and iso will...

Ugh, we dug ourselves a hole in being trecherous

Kalt₁₀₀₂₆₅₂

[>>406471](#)

Tell Iso "Never mind what I said earlier."

Check if the Guardsman is okay with Iso coming along too.

MrTT₁₀₀₂₆₅₃

I got it... simply say outloud

"You know what Iso, I think they are genuinely honest and will do as they said.

Forget about the contingency we made on the way here. Let all 4 of us attack him together, united"

And then all of you jump together at him.

Alternatively (or concurrently), you could say "trust me" and use your hair to lift Iso and take him with you when you jump. Since its not an attack your prehensile hair should be able to do so.

Anonymous₁₀₀₂₆₅₄

[>>406471](#)

The Guardsman apparently put pretty much everything into combat. I doubt he planned on working with anyone. He might let us through, but only because it means fighting less people at once.

[>>406472](#)

We could flat out tell Iso in a normal voice that we have changed our mind and we need him to come with us.

Yes, it does let the other two know we were planning sneaky plans, but it also lets them know we have changed them. And it helps us in the even that one of the OTHER two are being duplicitous. If one or both of them hang back, then we are guaranteed at least two attackers.

Anonymous₁₀₀₂₆₅₅

[>>406476](#)

Addendum: He could also do the obvious thing and just kill us, getting a much easier fight, after which he could decided to fight some more or leave.

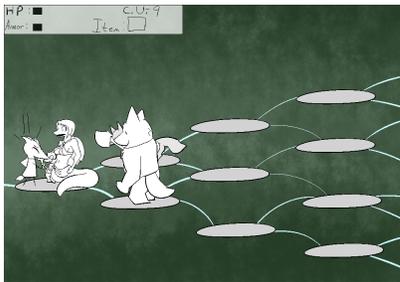
Anonymous₁₀₀₂₆₅₆

I say we take one for the team and have everyone wait while you jump without attacking. And then if he kills you the others will just rape his face. But if he doesn't (or you survive) you'll have 3 (2 if he is a dick and you don't die) more buddies that can make the exit together. Tell Iso to try and make more allies if you don't make it.

Kalt₁₀₀₂₆₅₇

[>>406480](#)

Yeah. Reason I want to jump with Iso is the Guardsman could potentially jump on him and kill him while you jump over.

**Anonymous**₁₀₀₂₆₅₈

Alison tell Iso to nevermind what was said earlier. She will jump and bring him with her. Axeman thinks it is a bad idea, but he will be indebted to her if she does so.

Iso and Alison take the leap, but not to attack. She can only hope that she is right in thinking that he is not as threatening as he looks.

Guardsman used an item, Double Attack Counter Interruption (Stationary Defense Only)!

No attack to counter! Attack fails!

The Guardsman's demeanor completely flips, and it looks far from aggressive now. Alison's gut is telling her that if he wants to hop off of this platform to flee, he will be able to do so before she gets a chance to attack him at her current spot.

Dirtbag₁₀₀₂₆₅₉

[>>406485](#)

Now, this is a long shot, and may sound a bit perverted, but I think it may be the easiest solution for a distraction on your part, but rub your curvacious body sensually. That might not take up a turn and allow him to escape, gestures and speech seem to be a free actions.

Taffer₁₀₀₂₆₆₀

[>>406485](#)

Well, if the Guardsman's wants to flee, its alright. Just rush for the exit. You, Iso and the guard are 3 people and there are 3 slots. So rush the exit. Go! Schell!

redaeth₁₀₀₂₆₆₁

To the exit. Congrats, daring won.

Anonymous₁₀₀₂₆₆₂

exit.

MrTT₁₀₀₂₆₆₃

Aha! He counted on the item annihilating you (and it would have) but because you did not try to kill him it failed. Knowing he is beaten he flees.

The other two were supposed to jump with you and didn't despite promising.
Well, jump through the gate with Iso and the guardsman.

Anonymous₁₀₀₂₆₆₄

[>>406507](#)

It seems to me that the other two saw that we were saying we'd jump ahead first. From their point of view, we were going in without them.

MrTT₁₀₀₂₆₆₅

[>>406511](#)

what? we all 4 were supposed to jump at once. The result was supposed to be him and 1 of us dead and the 3 remaining going in.

They didn't jump which would have instead resulted in him dead or injured and at least one of us 2 dead. Their plan was to mop up and go in... It backfired horribly since now us and the guardsman are just gonna jump and use up the 3 remaining slots.

Anonymous₁₀₀₂₆₆₆

[>>406512](#)

Then they saw us arrange with the guardsman to go to him alone.

We said we'll bring Iso along, but didn't tell the other two to jump in with us. They have no reason to think we were trying to trick the guardsman.

Axeman thought it was a bad idea because we were cutting down our numbers for some reason.

MrTT₁₀₀₂₆₆₇

[>>406513](#)

No we didn't, he CHALLENGED us to dare come at him and that had no effect on our agreement with our temporary allies.

All 4 attacking at once is ideal for him since he had an artifact that would nullify all attacks against him and double retaliate. It would have either killed all 4 of us or just 2 of us depending on the semantics of the item's rules. At worst he would be unharmed and in the same square as 2 others with 3 slots available and attacking at leisure.

Anonymous₁₀₀₂₆₆₈

We can always kill the other two and ally with the guardsman, right?

Anonymous¹⁰⁰²⁶⁶⁹

>>[406485](#)

Sod attacking. You're at the gate. Go through.

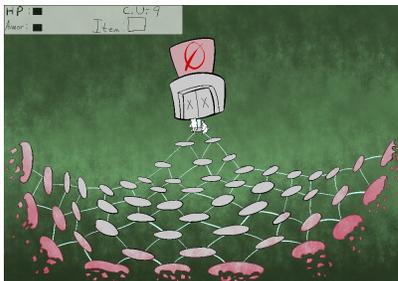
Iso can likewise follow this turn.

new guy¹⁰⁰²⁶⁷⁰

pat the guardsmen on the head and make for the gate.

Elephant Guy¹⁰⁰²⁶⁷¹

exit.



Anonymous¹⁰⁰²⁶⁷²

She doesn't know precisely what the Guardsman's item does, but she knows that she was probably quite lucky.

Pat the guardsman

Alison thinks that would be breaching his kill zone.

There's no time to dwell on anything, and the guardsman flees into the door. Iso and Alison jump forward to go in with him. The timer falls to zero, and the door slams shut against the unfortunate Axeman and Quadruped.



Anonymous¹⁰⁰²⁶⁷⁵

The room with the four survivors starts moving upwards, acting as an elevator. It also serves as another area in which Alison and the others may spend points.

Gained +38 CU! Total: 47

Body Rank 2: +1 HP - 15 CU

- Rank 3: +1 HP - 19 CU (**34 CU** total cost for rank 2 and 3)

Armor Rank 2: +1 armor - 10 CU

- Rank 3: +1 armor - 14 CU (**24 CU** total cost for rank 2 and 3)

- Rank 4: +1 armor - 19 CU (**43 CU** total cost)

Weapon Rank 2: +1 attack. - 5 CU

- Rank 3: +1 attack - 7 CU (**12 CU** total cost for rank 2 and 3)

- Rank 4: +1 attack - 8 CU (**20 CU** total cost)

- Rank 5: +1 attack, +1 optional weapon form - 17 CU (**37 CU** total cost)

Absorption Rank 1: - 30 CU

~~The previous number for armor/weapon/rank 2 was mistaken. Apologies!~~

Anonymous¹⁰⁰²⁶⁷⁶

Absorption!

Elephant Guy¹⁰⁰²⁶⁷⁷

absorbtion and body.

EveryZig₁₀₀₂₆₇₈

After purchasing upgrades, we should put our **READING** ability to use by seeing what is in those books.

Pillbug₁₀₀₂₆₇₉

Hug Iso

Anonymous₁₀₀₂₆₈₀

Absorption and body.

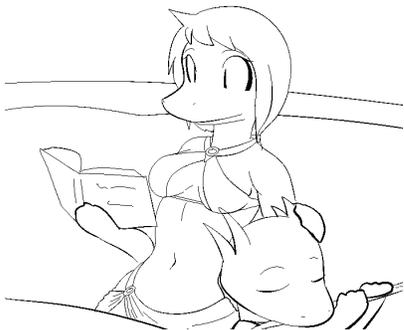
Anonymous₁₀₀₂₆₈₁

Meh, saved by tits.

new guy₁₀₀₂₆₈₂

[>>406548](#)

this. iso has a rank 4 weapon so we should focus on building our defense and letting him do the offense.

**Anonymous**₁₀₀₂₆₈₃

Body is increased to 2, **Absorption** Rank 1 is gained, hugs are given, flutes are played, and books are retrieved.

There is a mix of fiction and non-fiction. She doesn't know any books or any of their authors, or if they have anything to do with anything.

The non-fiction ones are textbooks on various topics.

There is a mathbook, a history book labeled "After the First Warp Drive Changed Everything," physics and engineering, among a couple of others.

She isn't sure if there is any point in learning any of this stuff, but there wouldn't be any point of putting books here if she wasn't given time to read any of them.

Elephant Guy¹⁰⁰²⁶⁸⁴

hehehe, boobies.

Anonymous¹⁰⁰²⁶⁸⁵

As tempting as history is, start with engineering then physics. Your survival depends on learning how the heck this place works.

Anonymous¹⁰⁰²⁶⁸⁶

Math, then Physics, then Engineering

Anonymous¹⁰⁰²⁶⁸⁷

[>>406563](#)

Read the history to gain context, then move on to science. A backdrop is necessary for most technology to be understood.



Anonymous¹⁰⁰²⁶⁸⁸

She grabs science books and the mathematics. The engineering is very broad, and mostly touches on subjects as civil engineering, fluid mechanics, chemicals and basic construction. That's as far as she gets before her lack of education gets the better of her.

The physics book begins with vectors, lots of graphics and lots and lots of mathematics. She only knows simple arithmetic that came with her ability to read, so she opens up the mathbook. It is very thick, and goes all the way from arithmetic and fractions into a great deal of calculus, probability and statistics.

The mathematics appear accurate enough, but everything else does not seem to help much. They are labeled as non-fiction, but whatever these books are, they may as well be all fiction given that they do not seem to apply to her own world. That includes the history book. She has never heard of any of the people or species inside of what is supposed to be a real history.

The Guardsman is rummaging through the cabinet, tossing boxes and cards around.

Anonymous¹⁰⁰²⁶⁸⁹

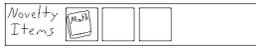
well who knows. if it is real for this world then it could be important. and since we have absorption we should have a empty inventory space so snag a book.

Anonymous¹⁰⁰²⁶⁹⁰

[>>406591](#)

You can learn more about a person in one game of Monopoly than you might living with them for a year.

Board Game time.

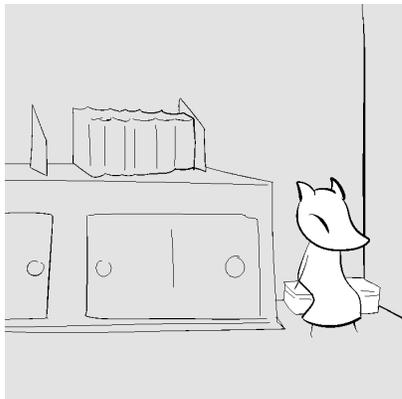


Anonymous¹⁰⁰²⁶⁹¹



Alison pockets the math book and puts the rest away. It doesn't seem to take up a slot in her normal inventory, so she won't have to worry about keeping it through another stage.

She gets a game, and invites Iso to play with her. Iso's case of illiteracy makes that difficult, so cards are played instead. Alison still has to play for Iso half the time, but that time passes easier.



Anonymous¹⁰⁰²⁶⁹²

The Guardsman continues his rummaging frenzy, and looks in another box. Instead of tossing it aside, he moves to the corner behind the counter and sits on the box, fidgeting occasionally.

new guy¹⁰⁰²⁶⁹³

see if the guardsman can understand you, if so try and make friends.

Anonymous¹⁰⁰²⁶⁹⁴

guessing he found tools.

Anonymous¹⁰⁰²⁶⁹⁵

Excusing herself, Alison goes to attempt to make friends.

Her words and gestures get the Guardsman to shake his sword menacingly at her while keeping a grip on the box with his other hand.



Terrec¹⁰⁰²⁶⁹⁶

He's unable to attack you. Hug him, then go see what the worm's like.

Pillbug¹⁰⁰²⁶⁹⁷

Hug him

Anonymous¹⁰⁰²⁶⁹⁸

Go back to Iso and tell him you've got a plan to see what the Guardsman has in the box, but you need his help. Since the Guardsman almost certainly can't read, he doesn't know this room is a safe zone and he can't attack. You're going to lift him off the ground in a hug. Then Iso runs over, grabs the box, runs back, and dumps it on the table.

Dirtbag¹⁰⁰²⁶⁹⁹

If you hug him, beware of motorboating!
He looks like a motorboater.

Anonymous¹⁰⁰²⁷⁰⁰

I vote for honest hugs. If he wants protect the box let him. We want to see if we can make him a bit more friendly not the opposite.

Anonymous¹⁰⁰²⁷⁰²

A hug is applied, and the sign does not lie. He can't read, and tries his absolute best to kill Alison. She can feel the sword hitting her backside, but she isn't receiving any damage, nor motorboatings.

It looks like while no damage can be done, someone can still push others around.

Iso has come nearby, and appears to be going for the box while looking up to Alison for silent permission to fetch

the box.

new guy¹⁰⁰²⁷⁰³

lets not, we don't want him to think this was an attack, ultimately we want to make friends with this guy. he sees to be able to handle himself very well in a fight.

Anonymous¹⁰⁰²⁷⁰⁴

Vote for taking the box. If it's worth hiding its worth stealing. If it isn't worth hiding, the Guardsman a dick AND an idiot. So fuck him.

Dirtbag¹⁰⁰²⁷⁰⁵

[>>406676](#)

Start petting him

Scratch a little behind his ears

Anonymous¹⁰⁰²⁷⁰⁶

vote against box investigations.

Anonymous₁₀₀₂₇₀₇

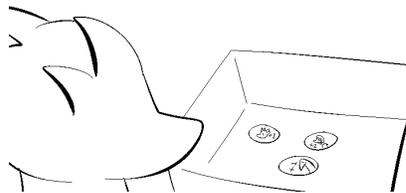
Take the box. Let's be a little more treacherous. Jeez. Come on.

Anonymous₁₀₀₂₇₀₈

we have to at least see what's inside

Anonymous₁₀₀₂₇₀₉

Iso: Look in the box



He finds three tokens with a face and a +1 on each of them.

Anonymous₁₀₀₂₇₁₀

The fuck is that shit? Well it's got you and her on it so I wouldn't let the Guardsman keep them. Pocket 'em and try to place the box back without him noticing.

Anonymous₁₀₀₂₇₁₁

distribute the coins to the people depicted on them.

Anonymous₁₀₀₂₇₁₂

Those look fun. Pass them around! Also hugs are totally an attack so stop breakin tha law

Dirtbag₁₀₀₂₇₁₃

The fuck
This shit is all ours
We ain't fighting
He can't use them
Hell no he doesn't get a motorboat, or a scratch behind the ears or nothing

MrTT₁₀₀₂₇₁₄

One for iso, one for the worm thing, one for Alison...
That guardsman is an asshole, he was trying to deny us our levelup items.

Anonymous₁₀₀₂₇₁₅

Guardsman is confirmed asshole combat twink. Though, how did he know to toss this place for these tokens? Just generally looking for loot?

Distribute the tokens to who they're for. See if the worm thing is willing to talk, if it can.

Anonymous₁₀₀₂₇₁₆

Oh and if that worm guy ever becomes green, grows multiple arms, and hints at a sadistic personality you should cut his throat. With a lethal non-lethal hug-throat.

Anonymous¹⁰⁰²⁷¹⁷



Iso hands the coins to their respective, presumed owners, and Alison pockets hers.

+1 Extra life!

Alison does not think the Guardsman deserves to have any friends, hugs or forced hugs.

Alison asks the worm if he can understand her. Worm nods, but cannot speak.

Anonymous¹⁰⁰²⁷¹⁸

Roughly drop the Guardsman, stick your tongue out at him and blow a raspberry, to signal your derision.

Poke through the stuff the Guardsman was rifling through to see if there's any writing of interest. Ask Iso to help you find things with writing on them.

EveryZig¹⁰⁰²⁷¹⁹

Well now that he has proven intent on killing us all, see if you can take his weapon. It probably won't work, but it would still be funny to see you holding his sword in the air while he struggles to hang on to it.

MrTT¹⁰⁰²⁷²⁰

We were explicitly told weaponry cannot be permanently lost or disarmed.

I suggest we get ready with the worm (maybe we should name him) and Iso because the moment we get to wherever the guardsman will go hostile, most likely.

Anonymous¹⁰⁰²⁷²¹

so he got the lifes and hid them all. huge jerk.

Anonymous¹⁰⁰²⁷²²

How did he know there were extra lives in there? Oh damn this is his second time through, isn't it. He already used his, didn't he?

redaeth¹⁰⁰²⁷²⁴

I say the instant we arrive its time to put our absorbancy to the test. Say to the worm about how this guy went per combat and most likely will try to kill us immediately. How about we triple team him.



Anonymous¹⁰⁰²⁷²⁵

Pull his sword away

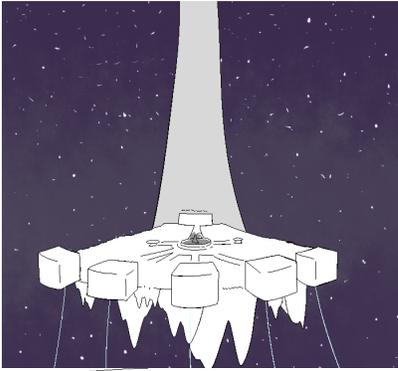
It doesn't seem to even budge, it may be plain impossible.

Drop him

Alison throws him to the ground.

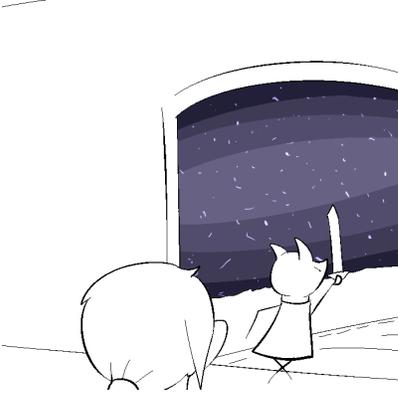
The guardsman waited a short amount of time before rummaging, it wasn't until after Alison got a book and read for a few minutes before he had the idea, so it is not as likely that he already knew there was something special as opposed to if he ran to the cabinet as soon as he entered the room.

Alison asks the Worm if he would like to gang up on the Guardsman. The worm nods.



Anonymous¹⁰⁰²⁷²⁶

The room begins slowing down, and the door opens. There are 4 other rooms that came up to the same island. Alison can't read what looks to be words on the far tower, but this doesn't look like another stage yet.



Anonymous¹⁰⁰²⁷²⁹

It doesn't stop the Guardsman from starting to run outside. It looks as though their room came in on the far left side of the island.

redaeth¹⁰⁰²⁷³⁰

He's probably hoping to get to a guard position again. After him.

I suggest looking for anything to let you know what the next challenge is going to be.

MrTT¹⁰⁰²⁷³¹

Let me kill himself going 1vGroup of the others, the 3 of you stick together and go ahead

Anonymous¹⁰⁰²⁷³²

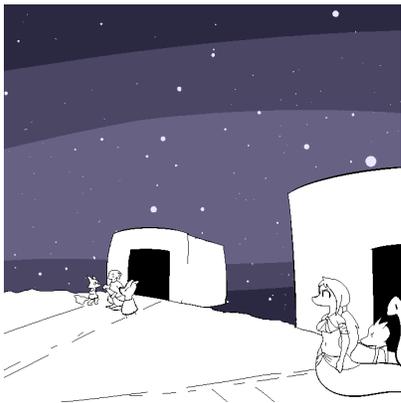
head out in a group.

Anonymous₁₀₀₂₇₃₃

Let the Guardsman rush out and get his ass stomped by the others, or just otherwise fail.

Ask the Worm if it would like to group up and work together, even if it isn't to beat up the Guardsman. Head on out together, survey the area, and read and convey any messages to your comrades.

Hmmm... Five elevator rooms, and there were five starting portals. Probably a coincidence, but no way to tell if it means anything.

**Anonymous**₁₀₀₂₇₃₄

Alison, Iso and the Worm head out in a group. For now, it seems that the worm is willing to cooperate in the face of the Guardsman.

The classiness of the guardsman continues as he runs out and attacks the nearest couple of people that left their rooms. Or tries to, as it is still a safe zone. The taller of the others loudly asks what the Guardsman's malfunction is.

**Anonymous**₁₀₀₂₇₃₅

Alison heads past the fountain in the center of the island to read the tower.

Furthermore, there is a message engraved in the wall by the doorway. It reads as 'There are no more preliminary stages. Each normal stage, starting here, begins with a safe zone that everyone may rest and calm themselves in for a generous period of time. Most safe zones allow for 30 hours of rest, including this one. However, anyone may enter the stage through these doors sooner,

and in their perception, all remaining time will instantly pass and they will begin the next stage.'

Alison looks up, then, to the words above the stage entrance.

Stage 1 - The Expanding Canyons

Entrants: 20

Exits: 4

MrTT₁₀₀₂₇₃₆

1. Tell your allies about it.
2. Talk to the other groups, you may expand your group.
3. You have 30 hours, I would check back in our own elevator, in the cupboard (we never looked in it) to see if there was anything else useful.
And perhaps in other elevators.

Anonymous₁₀₀₂₇₃₇

okay so no one can get a unfair headstart. tell the group the guard tried to attack that the guard apparently went all combat.

redaeth₁₀₀₂₇₃₈

Explain the sign to the others in your group.

Heres an interesting thought. I doubt many others have gotten the read ability so look for groups that do not try and read the sign and approach them.

Offer to to explain what the sign says for say 3 CU per group or 1 CU per person. Sure its not alot but thats the point, people will be more willing to give petty change away.

EveryZig¹⁰⁰²⁷³⁹

[>>406744](#)

I think the CU is only in solid form during the level where it is acquired.

redaeth¹⁰⁰²⁷⁴⁰

One way to find out, try and take out some CU from your pocket.

Taffer¹⁰⁰²⁷⁴¹

Actually, the guardsman being the way he is right now is actually good for us right now. As he is so aggressive, the other teams will gang up against him and kill him. Or the other thing happens. The guardsman kill other teams and we have less competition. So the best thing right now you should do is nothing. Just search the safe room for equipment.

MrTT¹⁰⁰²⁷⁴²

[>>406751](#)

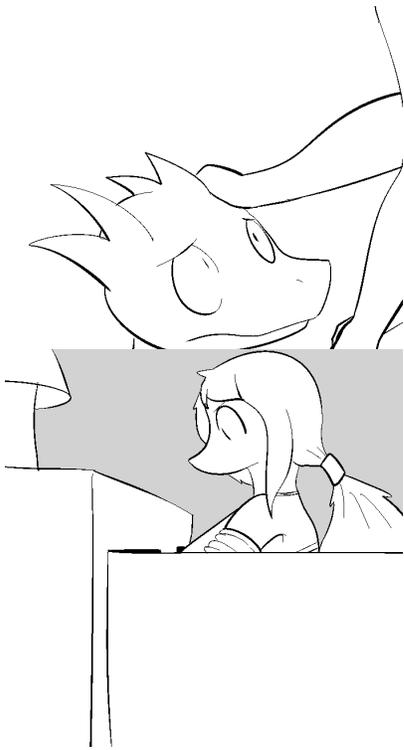
If we are close enough when he dies, we can siphon CU from his corpse too even if we didn't kill him.

Remember, we can get CU from someone FALLING to their death.

Anonymous¹⁰⁰²⁷⁴³

Searching the other safe rooms for stuff the others missed would be prudent, if possible. You could sell any life tokens you find to who they're meant for, or give them away to earn trust.

Go around to the people the Guardsman is trying to attack and introduce yourself and tell them he's an asshole all-combat twink. Ask if they'd like to gang up and try to throw him over the edge. Probably won't work, but it'll be cathartic.



Anonymous¹⁰⁰²⁷⁴⁴

Tell your allies about it

She recites the words on the wall to Iso and the Worm.

Iso is getting finnickier again, but Alison calms him.

Anonymous¹⁰⁰²⁷⁴⁵

Take CU out of pocket

It is solid, so she may be able to set up a business.

Check the cabinets

Hers are empty, and everyone else's room's cabinet's are empty as well aside from one. One of them had missed the one up box, and she should be able to find them from their faces.

Unfortunately, she's not able to pocket them in invisible space, she has to hold them in her hands. It wouldn't be any problem, but she isn't sure that she can prevent someone from wresting them out of her hands, as that may not count as an attack.

She could risk it and sell them, give them away, or hide them in the cabinet again. After all, she's going to have to fight for an exit to the next stage, and having less people with one ups would help.

Introduce herself to others

She'll do this as she's finding the owners of the tokens, or do it after she hides the tokens again.

Anonymous¹⁰⁰²⁷⁴⁶

sell them for two CU each.

redaeth₁₀₀₂₇₄₇

Put it back where you found it. Look for the people who it belongs to first and tell them about it. Use that to get them less wary of tricks and grateful enough that they'll start up your business. Once you have your first few customers you can use them as references.

Have Ito stay near the doors and count how many people enter. Once it gets to about 12 its time to leave.

redaeth₁₀₀₂₇₄₈

well you do have one visible pocket... cleavage-space!

new guy₁₀₀₂₇₄₉

we have an issue, it looks like each stage only lets 4 people out. I don't think its a coincidence that we all arrived in groups of 4. I think we are supposed to team up, but one of our guys is too hostile to work with.

Anonymous₁₀₀₂₇₅₀

You could find another to join your group for this next leg from among the faces on the tokens. Give him/her/it the token when they join up, hide the rest except for one, then test selling it for... 25 C.U. It is an extra life, after all, but you're negotiable on the price. The new join can vouch for it being legit.

As for keeping the token safe, keep some distance during the transaction. They put their C.U. in the open, retreat, then you toss the token over and collect the C.U. If they try to take the token, stick it in your mouth and threaten to swallow it.

Oh, and skim the book titles. See if there's anything different from your safe room.



Anonymous¹⁰⁰²⁷⁵¹

Hide token in cleavage

Her cleavage isn't sufficiently smooshed to hold it, but she is able to hide it behind her clothes. It follows a more predictable state of physics than most items.

Look at the books in other rooms

The textbooks appear to be different, but cover the same topics. The novels are entirely different, and the textbooks cover the same topics, but are written by different people.

Locate the token owners

She finds one of the people with a missing token before crossing anyone else's path. He is poring over a math book feverishly, but stops moving his pen when she moves up to him. She keeps a little distance in case he is more aggressive than he looks.

Anonymous¹⁰⁰²⁷⁵²

Introduce yourself and initiate a conversation so as to analyze his character.

redaeth¹⁰⁰²⁷⁵³

Give him your token, ask what hes found out from studying. Obviously hes taken the reading perk so there is no need to offer your services in that regard.

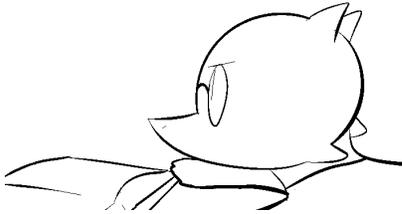
Anonymous¹⁰⁰²⁷⁵⁴

For the moment, keep the fact you have a life token secret. Right now you're stealthily interviewing for a fourth in your group.

Introduce yourself and ask him what he's reading that's so interesting. Perhaps offer to let him look at your math textbook, to see if the different authors covered certain topics to

varying degrees. Mention that you're looking for another for your group and ask if he's joined up with any others yet.

Anonymous¹⁰⁰²⁷⁵⁵



Alison moves in front of him and introduces herself. He says hello, and that's it. When she asks for a name, he says he doesn't have one. She'll call him the mathematician until he comes up with one, and he says that's fine, because he doesn't care about a name.

After prodding for more, he says he hasn't found out much, but he asks her if she's noticed the oddly specific numerical values for purchasing ranks. He thinks that they follow a formula, and wants to find out an accurate enough equation to predict how much everything costs at what level. He is only performing basic algebra right now, so it may be awhile before he gets anything.

Alison shows him her own math book copy, and he seems somewhat reluctant yet pleased to accept the tribute. Most of it is the same, but he says he would like to keep Alison's math book, as some authors may explain certain topics better than another.

He asks that Alison shares all of the prices of rank up's that she's aware of. He's asked around, but no one is willing to give that information.

Ask if he's joined up with any others.

He hasn't, and there are very few people getting friendly. No more than half of everyone is surviving each round, he says it's foolish to get too emotionally invested in anyone else.

redaeth¹⁰⁰²⁷⁵⁶

Agree, but point out as a group it diminishes the amount of luck one needs to pass. Also 4 people seems to be the most common number allowed to pass any one room-puzzle thus far. If worse comes to worse everyone goes into this knowing that it could end up being one of them

on the falling platform.

new guy₁₀₀₂₇₅₇

offer him the information he wants fro 3 cu. also point out that cooperation can increase your odds of survival, the next test for example will let 4 people live so it would be a good idea to make 3 friends.

MrTT₁₀₀₂₇₅₉

[>>406792](#)

Don't make that offer yet. If he joins us we would want access to his results rather than CU now. He is also far more likely to agree to joining us and to sharing if he does that.

Also ask about his combat capability.

Also we should check the others too before committing on which one to recruit.

Anonymous₁₀₀₂₇₆₁

Give him the information he wants, then get Iso over here to share what he knows. Also share everything else you've seen that's quantifiable: Number of creatures at the start; Number of gates in and out of areas; How many tiles in a stage and how they connected; Anything with numbers on them; And anything else you can think of.

He can keep the math book; He'll make better use of it than you. In fact, go to all the other safe rooms and grab the math textbooks, and any blank paper. Keep one book for yourself and hand the rest over to the Mathematician, with the paper.

This guy is going to be busy crunching numbers for the full 30 hours, so continue interviewing the rest of the life token people.

EveryZig¹⁰⁰²⁷⁶²

We should at the very least get him to agree to tell us his results.



Anonymous¹⁰⁰²⁷⁶³

Have him agree to share his findings

He says yes, he will share with anyone who shares the information they can – if they live to hear it, and he lives to tell it.

Alison shares the numbers that she knows, and asks if he would like to work together, explaining the pros of that. He declines, and says that he'll try not to get in their way during the stage, but won't trust her or her allies enough to work with them.

He shares his own numbers. He only has 4 weapon, 1 armor and 1 body. He comments how low the weapon upgrades are, and it seems to favor one hit deaths, so he hasn't bothered getting a lot of HP yet and has had to be fearful of everyone.

Get him all the math books

Instead of fetching them herself, she simply says that there is a math book in each of the other rooms. The Mathematician thanks her for the info and will fetch them, and wishes her good luck in the stage.

Alison then remembers that she still has to decide about whether or not to give him a one up.

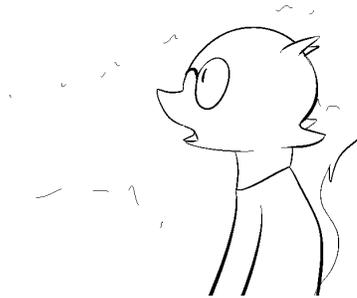
Taffer¹⁰⁰²⁷⁶⁴

[>>406805](#)

Trade him a One-up. What does he have that can be traded?

Anonymous₁₀₀₂₇₆₅

say "oh and i found this" and show him the one up "for someone wanting to find things you really should of looked harder."



Trade him

She turns around to pull out the extra life before showing it to the Mathematician and offering to trade for it. He says he doesn't have any items aside from the book, but he is willing to give 5 CU if she honestly has something like that. He says it's not fair to ask for more, because it doesn't look like Alison can make use of it.

Anonymous₁₀₀₂₇₆₇

Kalt₁₀₀₂₇₆₈

[>>406809](#)

I don't know quite how useful he'll be, but I'm fine with giving him an extra life.

Anonymous₁₀₀₂₇₆₉

[>>406809](#)

Do the trade. He seems like a nice enough fellow.

Anonymous₁₀₀₂₇₇₀

acceptable

EveryZig₁₀₀₂₇₇₁

Include as part of the deal that he doesn't discuss the one-ups with the others, so our negotiating options with them remains unaffected.

**Anonymous**₁₀₀₂₇₇₃

Alison says it's a deal if he doesn't speak about the one up's to the others. He says that is fine, he doesn't like the people he came up with anyway.

+5 CU attained! 7 total!

The mathematician thanks her, and Alison leaves her to his study. Around three people have moved to the next stage already when Alison takes a quick count, assuming no one is hiding in rooms.

She moves on to try to converse with a couple others, but they don't wish to speak.

Then she finds the token owner with the hanging frills off the head, who along with one other she doesn't know, is attempting to grab the Guardsman as they push him towards the cliffside.

Anonymous₁₀₀₂₇₇₄

"not that i care about that dumb ass, but i'm pretty sure you are wasting your time"

Kalt₁₀₀₂₇₇₅

[>>406815](#)

frills

Love interest found!

Call out to them, mention "I'm not sure that'll really do anything."



Anonymous¹⁰⁰²⁷⁷⁶

Alison yells that she isn't sure that will do anything, even though she wished otherwise. Frills answers saying that he agrees, but it doesn't stop him from trying.

They don't get to cliff's edge before the restrained Guardsman is teleported out of their grasp a short ways away. The Guardsman appears as surprised as everyone else about his sudden transport.

Kalt¹⁰⁰²⁷⁷⁸

[>>406820](#)

See if Frills is willing to trade some CU for the 1-up.

Conil¹⁰⁰²⁷⁷⁹

[>>406820](#)

...Wait, was that the safe zone or the 1-up?

redaeth¹⁰⁰²⁷⁸⁰

Say that you were wondering if something like that would happen. Approach him and make the 5 CU for the 1 up offer and ask if he can read. If not offer to relay the information for him for 1 CU.

Anonymous¹⁰⁰²⁷⁸¹

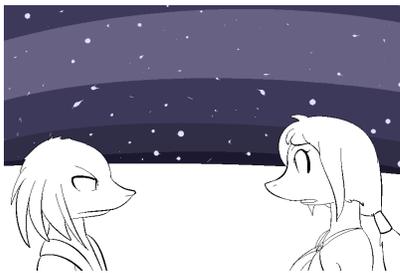
Introduce yourself to Frills, tell him how Guardsman has been playing up until now, and how you thwarted his plans every time. Frills'll want to know this if he goes up against Guardsman in the next area.

Hey, maybe you can make a game out of tormenting Guardsman? See how many times you can try to kill him before he goes through the gate. Try drowning him in the fountain next... OH! Look in the fountain for goodies! There may be C.U. coins.

new guy¹⁰⁰²⁷⁸²

[>>406826](#)

this.

**Anonymous**¹⁰⁰²⁷⁸³**Guardsman teleporting: Safe zone or 1-up?**

No one has been able to attack, and that certainly didn't look like a death, so she's certain that the safe zone protects against being restrained and pushed around extensively against ones will.

Torment Guardsman

She might try later, but she wants to get to business and the Guardsman is running away while Frills stands still.

Alison is asked if there is something she wanted, and after a small introduction and summary of her experience with Guardsman, which is mostly met with blank 'mhms', she offers 5 CU for the extra life and 1 CU to read the wall in case he can't read.

He says he won't spend CU. If he did, then he would definitely need an extra life, and he doesn't particularly care about what the wall says.

Kalt₁₀₀₂₇₈₄

[>>406832](#)

Inform Frills that the offer will remain open as long as the two of you remain. Keep in mind, though, that by carrying the 1-up, you're making yourself a target for Frills. Just be prepared to drop it if you want to force Frills' movement sometime.

Thank Frills for his/her time, then seek out the last potential 1-up owner.

redaeth₁₀₀₂₇₈₅

[>>406833](#) yup, afterwards just go around to everyone you can and offer your little business spiel. 30 hours is a lot of time and you don't seem to get tired.

Anonymous₁₀₀₂₇₈₆

"Well, then you won't mind if I test something with it." Move back out of his range, pull out the life token, and wind up to throw it over the edge. If he's actually interested, he'll shout for you to stop, or rush you.



Anonymous₁₀₀₂₇₈₇

Alison lets Frills know the offer will stand for the thirty hours.

Pretend to start throwing the extra life off of the cliff

She's been working so hard not to earn people's ire!

Locate the last one-up owner.

The last one is found hanging by the edge of the tower.

She offers him the usual deal of 5 CU for an extra life. He remains silent, he may

not know how to speak.

Kalt₁₀₀₂₇₈₈

[>>406850](#)

Gesture about reading and writing. Can this fellow read/write? Understand speech at all?

redaeth₁₀₀₂₇₈₉

I guess this is another bust. Try writing a bit then open shop.



Anonymous₁₀₀₂₇₉₀

He doesn't respond to speech, and he doesn't respond to her writing anything in the ground, not even in a way that acknowledges that she is trying to communicate with her at all.

He just sits there.

redaeth₁₀₀₂₇₉₁

I'm feeling sorry for this one for some reason. Give him his one up for free.

Kalt₁₀₀₂₇₉₂

[>>406860](#)

Give him a hug, then walk away, I guess!

Elephant Guy¹⁰⁰²⁷⁹³

[>>406833](#)

actually that's a good distraction method for later on.

proceed to next stage if Io agrees to.

Anonymous¹⁰⁰²⁷⁹⁴

...Catatonic? Try offering your hand and see if he responds. If not, then slip him the extra life and walk away.

Go meet up with Iso and Worm, then check out the fountain and the rest of the area.



Give hug

She picks him up and squeezes. For a fleeting second he opens his mouth as though to say something, then shuts it again. She'll put him down again, and leave the extra life with him for free.

Anonymous¹⁰⁰²⁷⁹⁵

Set up shop

For 1 CU per person, she reads the sign to people. It works well enough, and she gets 3 CU from others until some jerkface purchases her service and then starts shouting the words to everyone for free. She now has **10 CU**.

Anonymous¹⁰⁰²⁷⁹⁶

Iso is playing his flute, which sounds even better, with a tip bowl for donations made out of some leaves on the ground. He gains a couple of CU from the more generous ones around, but no one would expect anyone to give up much CU for non crucial pleasantries.



Anonymous¹⁰⁰²⁷⁹⁷

Check the fountain

She looks into the water, but there is nothing at the bottom. Feeling it is refreshing, but it isn't as though she gets physically exhausted.

Worm is nearby, but doesn't appear interested in much, and mostly likes keeping to himself.

No one else is around. This would appear to be a good gathering social point, but people around here aren't quick to warm up. Perhaps most agree with the mathematician, and don't want to become friends with people with such low survival rates.

There are around one dozen people remaining, the rest have presumably gone into the stage door.

redaeth¹⁰⁰²⁷⁹⁹

Alright, if theres nothing else and you feel ready its time to go. Ask Worm and Ito if they are ready and then if they are lets go.

Kalt¹⁰⁰²⁸⁰⁰

[>>406887](#)

While I'm not opposed to hopping into the portal and getting things started, if Alison wants to enjoy herself, she should go ahead! Take a bath and all that.

Also, tip Iso 1CU as well.

If you do find someone who's resigned to loss, though, maybe you could convince them to funnel you their unspent CU.

Down the road, perhaps you could start funneling your CU to Iso in exchange for protection. Build him up as a tank, maybe?

redaeth¹⁰⁰²⁸⁰¹

I think we should go the tank route while Ito is the hammer since he already has the level 4 flute.

Anonymous¹⁰⁰²⁸⁰²

Aren't you going to stick around and see if Mathematician makes any breakthroughs? It's not like you have to be in a hurry.

Tip Iso one C.U., then ask if he'd like to take a swim with you in the fountain. Who knows what will happen on the other side of the gate, so let's enjoy the pleasantries while we can.

[>>406890](#)

This does look like a valid tactic. Buff up Iso's armor and health, and Alison's absorption ability. He hits hard, and she picks up the pieces to share. Yeah, run that by Iso.

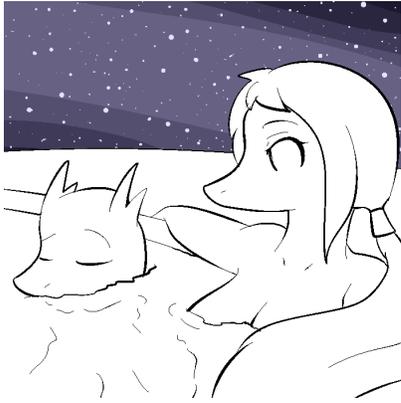
Anonymous¹⁰⁰²⁸⁰³

Remember, it's okay to get close with people now, but when the time comes, you must be ready to kill.

Anonymous¹⁰⁰²⁸⁰⁴

Stick with the mathematician. He might not be a nice object, but he seems to stand the most chance at finding a way to bend the rules.

That said, are there any books about canyons?



Anonymous¹⁰⁰²⁸⁰⁶

Ask Worm at Iso about going in

Worm was just on his way to the stage doors. Since he cannot speak, his motives remain a mystery. As for Iso, he says he would like to stay by Alison for as long as she is around.

Tip Iso 1 CU for music

He practically glows in elation. He keeps on playing for awhile before stopping.

Bathtime, and talks of CU usage

Nothing better to do than relax for the rest of the time. Iso joins her and explains that he is willing to distribute his points where she wishes, but he isn't certain it would be a good idea for her to skimp on armor or HP. He would love to protect her, of course, but he isn't sure how possible that is. It sounds as though opponents have a lot of freedom to whom they choose to attack.

Hang by the mathematician

The mathematician is hard at work, and prefers not to be distracted. He says that he probably won't reach any breakthroughs tonight, because he barely knows how to multiply and divide fractions and complete the most basic of algebraic formulas. He will need much more time before he can start examining the numbers with any effectiveness. The numbers, which, he adds, are far too few to easily go off of for now. If Alison really wants breakthroughs, he says, he will need to live through the stage.

Books about canyons

Checking back, the only mention of any canyons are a couple of example word problems in the physics books, but they are so specific and advanced that it is no use.

Getting unused CU from ones who are resigned to lose

The only one that seemed utterly at the end of their rope was the third owner of the 1-up, and Alison doesn't know if she has it in her to try and exploit whatever is going on with him.

[>>406924](#)

Relax, get some sleep if needed, and make any last preparations before heading into the portal.

Proposed team:

Alison, Iso, Mathematician, Worm.

If reasonable next round: Throw Frills his / her 1-up when s/he's in danger to raise good will.

Dirtbag₁₀₀₂₈₀₉

Consider playing Strip Poker w/ favors to get people more social and maybe make a few CUs.

Credit limit is 2 per cloth or favor. Lose 2 and you have to give a favor or strip a piece of clothing until the end of the game to have a chance to get back your pieces.

Of course, no one here really looks like they own clothes so maybe this ain't a good idea so early in the game. Ahh well, discuss it with a few people to see if it sounds like fun and then maybe a few of you can spend a few CU's on clothing to make the next safe zone more interesting with more chances to make some CU's. At each safe zone, the credit limit would increase of course, because everyone will probably get richer.

MrTT₁₀₀₂₈₁₂

You know what, grab more books from your elevator. See if you can get your allies to carry some too. They take no regular space, can be dropped if needed, and I get the strong sense that the next test will be a trivia game or some such, in group.

After all, why else give you books? and force you to socialize for 30 hours?

Also it is possible that going through the gate with them in inventory will make you suddenly learn the subject. Explain your idea to the mathematician and ask to carry one math book through the gate (since he has them all now) and you yourself carry an engineering and physics and math books.

[>>406932](#)

don't; it is getting silly and also in gambling we have a chance of losing.
Just, relax until the next stage.

Anonymous₁₀₀₂₈₁₃

[>>406924](#)

Aw, give Iso a friendly rub on his... frills? Horns? He's such a gentle soul, it's a shame he is put through this. Ask that the next time we get to an ability store, we confer on what to buy.

I think we should let the Worm go. We don't know its intentions, and since it can't speak, working with it is going to be problematic. It doesn't even have limbs to gesture. Do take the Mathematician with us, or at least protect him on the way through. There may be room for one more, but it's not necessary. Perhaps the catatonic guy, if he woke up.

[>>406975](#)

Yeah, do have everyone in your group load up on books, even Iso; Have him take one of the general history books, in case there's a trivia puzzle. If that hunch about knowledge absorption plays out, we'll see if you have to have the reading ability to take advantage of it.

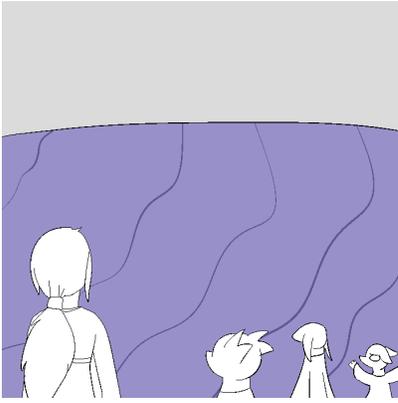
[>>406932](#)

How about getting a friendly poker game going with a few of the others. Not strip poker, and for chips, not C.U. It'll pass the time and get a feel for their attitudes and personalities.

Dirtbag₁₀₀₂₈₁₄

Aww

I thought it would be an attractive challenge to gain CU and get a lot of customers. You could even invest into the speaking skills to improve your game and probably end up with more dough.



Anonymous¹⁰⁰²⁸¹⁵

Strip poker

She isn't nearly confident enough in her poker face, but mostly everyone still around is only around because they are either afraid to enter the stage, want to read books or some other reason, but not to socialize.

Grab more books

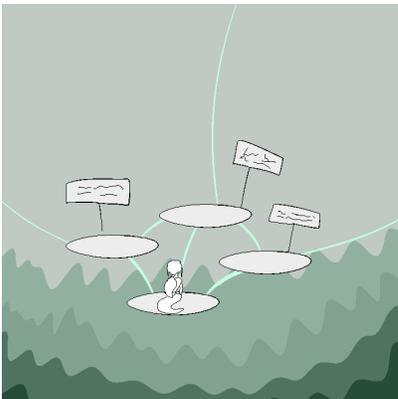
She's able to pocket two more, a physics and an engineering book. Iso takes a history book, a novel and a biology book.

Team: Alison, Iso, Mathematician, Worm

The worm has already entered and the mathematician still doesn't care to team up, but she will see how things go in the stage. She'll attempt to join with Iso if the system allows it.

The mathematician doesn't make any astounding discoveries after the 30 hours after all, and he holds three math books in his pocket space and one book in his hands. Alison still has to keep Frill's token on hand.

Everyone seems to have been given a good sense of time, and knows when the thirty hours are up. The portal is entered.



Anonymous¹⁰⁰²⁸¹⁶

She is alone.

The extra life that she had to carry physically has disappeared, and she didn't absorb the knowledge from the books she was holding.

There are three signs. The one on the left is labeled "Fight Arena", the middle one "Platform Race" and the

rightmost one as "Platform Wits."

Anonymous₁₀₀₂₈₁₇

We can't really fight yet so its either race or wits. Im thinking wits since Iso will probably pick the platform race.

MrTT₁₀₀₂₈₁₈

Iso can't read, he will pick one at random. I really hope he doesn't die, and boy oh boy good thing we learned to read.

Take the wits section. (second choice is race, combat is unacceptable)

EveryZig₁₀₀₂₈₁₉

Might as well go wits.

Chrysalis ₁₀₀₂₈₂₀

I'd suggest wits. There are limits to speed and combat ability, but wit is a lot more open-ended - and we do, after all, have access to more than the usual number of minds here, which could give us an advantage.

O₁₀₀₂₈₂₁

Without making a value judgement on the matter, I would like to point out that going wits will almost certainly put us in competition with the Mathematician.

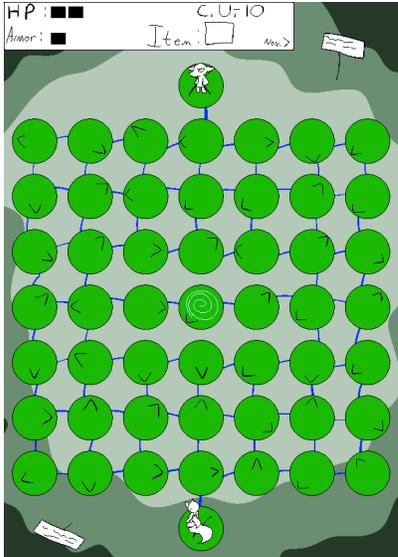
Also, those that are going to be most dangerous in combat are the least likely to know which path leads to combat. It's a gamble in any event, but worth considering.

Elephant Guy₁₀₀₂₈₂₂

wits, big time.

Dirtbag₁₀₀₂₈₂₃

Puttin' on the witz

**Anonymous**₁₀₀₂₈₂₄

Alison goes for wits.

She enters on a green platform that has an X on it, as does the one who seemed catatonic.

The sign at the far end reads "Priority: Up arrows, up-right arrows, and so forth in a clockwise motion until up-left as the least priority."

That Other Guy₁₀₀₂₈₂₅

Plan ahead, at least two jumps worth. If the poor bugger stays catatonic, you have to do the whole thing yourself. Don't assume he will, however. Keep looking back at him. Shouting to him every now and then may help. Cooperation has worked for us quite well up until now, no reason to stop.

O1002826

Do you have an angle to see the sign to your left yet?

Might as well get moving, we don't exactly have a lot of choice on the first move, and the mechanics are not clear yet.

Anonymous₁₀₀₂₈₂₇

Only one way to move right now. Step out on to the platform and see if there are any changes to the playing field. Look back and see if the sign nearest you has the same message as the one across the field.

Elephant Guy₁₀₀₂₈₂₈

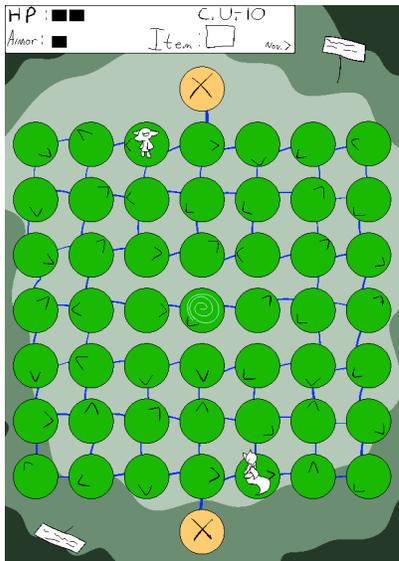
[>>407137](#)

we might be up against him, though. either way he couldn't have come this far by being a boldling-shaped vegetable.

welp, only one jump you can make now.

redaeth₁₀₀₂₈₂₉

If you can see the other sign read the other sign as well to see if its the same.



Anonymous¹⁰⁰²⁸³⁰

The catatonic leaps forward, while Alison leaps down. She lands on the platform with a right arrow- and her entire row shifts right, including the platform she is on.

Furthermore, their first platforms turn orange as they leave it.

Read the other sign

She read the sign at the upper right. The sign to her left says "For the topmost player's eyes."

Juroko¹⁰⁰²⁸³¹

Hmmm.. if the priority is based on the direction of the arrow, then maybe a high priority means we go twice? That means we should try to stick with a relatively short path that sticks mostly to the RIGHT side of the circles and aim for the swirly thing in the center. Considering it looks like only one can enter the middle first since the spots beside it have different turn orders.

Anonymous¹⁰⁰²⁸³²

>>[407146](#)

I'm betting priority is what order the platforms shift in.

So we both make our moves at the same time, then the platforms shift based on their priority.

redaeth¹⁰⁰²⁸³⁵

Well for one thing it looks like his arrows switched directions while yours didn't.

Offer an exchange of information. Your sign for his.

Afterwords lets head to highest priority arrow. Which is east of us. Honestly it looks like there is no real goal besides the directions of the arrows. I hope this isn't an elimination game. Avoid the arrows that point to off the edge as that just might kill us.

MrTT₁₀₀₂₈₃₇

Alright, it seems that when you hit a platform, the whole row/diagonal/column moves. Lets not make a hasty move and solve the best path. Keep in mind the opponent might as well.

Now, this is somewhat cruel, but we could aim to meet and kill him. If we win he dies anyways, if we beat him in combat we get their CU... unfortunately, we might be penalized for it since this is the "wits" section... but maybe we could drive him over the edge then? that is a demonstration of wits.

Anyways, I am agreeing about what priority does. Go one to the right, it will move you another one closer and give you priority. Then go up, up, left to win.

MrTT₁₀₀₂₈₃₈

[>>407150](#)

Arrows switched direction

no they didn't, the entire row moved with the arrow. So they all went one to the left (and looped around)

O₁₀₀₂₈₃₉

okay, so priority is the order of operations for the sliding actions, and apparently it is possible to have signs that say different things for different people. (in all likelihood it is just the same information for a different perspective)

Anonymous₁₀₀₂₈₄₀

[>>407150](#)

The Goal is probably to get to the center, where it has the swirly bit, and is hardest to reach.

MrTT₁₀₀₂₈₄₂

[>>407152](#)

right, up, up, left to win

correction, that is right, up, up, up, left.

Interestingly his fastest path is to go left one and loop to right next to us, at which point we will be right on top of each other. However, if he goes down he will disrupt our own path and we will need to repath

Anonymous₁₀₀₂₈₄₃

Your opponent's current optimal path, barring your interference, is: DOWN, RIGHT, LEFT, RIGHT.

Jump one row up to screw up his path, and shift an up-right arrow into the slot to the left of the goal.

redaeth₁₀₀₂₈₄₄

Yes most likely the center is the goal. Alright my guess is priority happens when we both step on the same row / column or diagonal and it conflicts. Still heading east seems to work best.

Hopefully the life token we gave him will preserve him if he loses.

MrTT₁₀₀₂₈₄₇

Can you spend CU right now?

[>>407162](#)

actually he would need to go DOWN, RIGHT, LEFT, RIGHT, RIGHT to win.

It is 5 moves just like us. And if he did that while we followed my path we will not disturb each other and meet AT the goal simultaneously.

>>407162

furthermore, doing so will screw OUR path but will NOT disturb his path, at all. Going up 1 will mean that he wins.

Anonymous¹⁰⁰²⁸⁴⁸

>>407167

I've been trying to look it over for his path.

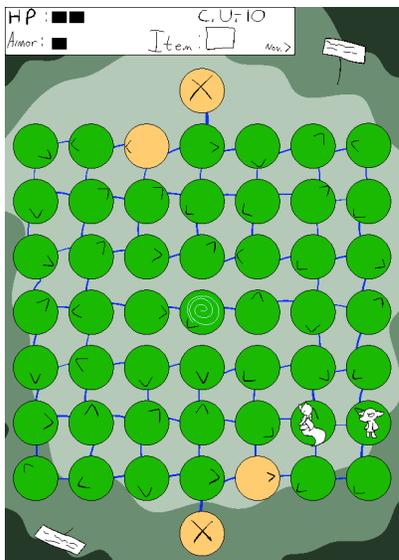
He moves Down, the platform shifts Left

He moves right, the platform shifts down and left

He moves left, the platform shifts down and right

He moves right, the platform moves right, and he has reached the swirl.

Where am I incorrect?



Anonymous¹⁰⁰²⁸⁴⁹

Alison leaps right, and she gets moved up one, while the platform she was on previously changes orange like the first.

Catatonic leaps left, to the up-left arrow, which shifts the platforms after Alison's landing. He loops around with the platform.

Ask for a change of information of what each other's sign said.

He does not reply to Alison's offer.

redaeth₁₀₀₂₈₅₀

That made things... a bit complicated. Hmm, from what I can see moving south might work. At the very least it will move us out of his range for now. since we aren't a combat creature yet by any stretch of the imagination

Anonymous₁₀₀₂₈₅₁

He's pretty tiny. Pick him up in your arms and complete the trial solo. You both win!

redaeth₁₀₀₂₈₅₂

He can also kill us instantly if he has even a level 3 weapon.

Anonymous₁₀₀₂₈₅₄

You can make an educated guess that his sign said that players on a tile that loops back around the playing field will be carried with that tile. This would mean he doesn't know about which player gets movement priority based on the arrow direction on the tile the player is standing on.

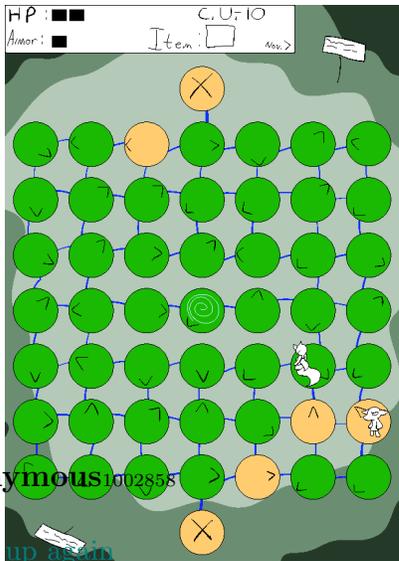
After examining the choices, the only route that doesn't end up trapping Alison is to move up. Unless orange tiles aren't impassible or instant-loss, or combat isn't disallowed in the arena. If combat is allowed, or both players can occupy the same tile, then moving to the right is an option, but not recommended.

Anonymous₁₀₀₂₈₅₅

up

redaeth₁₀₀₂₈₅₆

We're assuming he can read... he might not know this is a game of wits and seeing as theres only us might be assuming this is combat.



Anonymous₁₀₀₂₈₅₇

Alison moves up!
Catatonic holds his position!

Alison's arrow pushes both of them down and left, but Catatonic's arrow then changes it back to the way it was.

Anonymous₁₀₀₂₈₅₈

MrTT₁₀₀₂₈₅₉

he can't realistically go down, if he goes left and we go up, we end up trapped and die/lose. I will need a few more moments to calculate all available paths

[>>407173](#)

you are incorrect at the last move. When he goes right at that point he reaches the current location of the swirl, but the swirl itself moves 1 to the right as well. So he has to go right again to actually reach it. If for some reason it does not, then it is the same boat as us.

MrTT₁₀₀₂₈₆₀

[>>407191](#)

oh snap, we lucked out...

Ok, notice it did not move him, yellow tiles no longer move... ok then, go up 1 and it will NOT move us back down.

The solution is up, up, left and we win, he cannot catch up now

O1002861

[>>407198](#)

he can't realistically go down, if he goes left and we go up, we end up trapped and die/lose.

No part of that sentence makes sense.

Anonymous₁₀₀₂₈₆₂

[>>407199](#)

Check your diagonals. The line of tiles we moved doesn't line up with the orange tile he left.

MrTT₁₀₀₂₈₆₃

[>>407200](#)

That post was in reference to previous move not current move. By the time I was writing the reply we already moved... we made a deadly mistake too but he made a bigger mistake. And had he gone down he would have set himself up to lose for sure.

Anyways, the current solution is:[>>407199](#)

Anonymous₁₀₀₂₈₆₄

[>>407199](#)

No, I think our tiles canceled each other out. Not that yellow tiles don't move. Our tile went down and right, then his went up and left.

MrTT₁₀₀₂₈₆₅[>>407205](#)

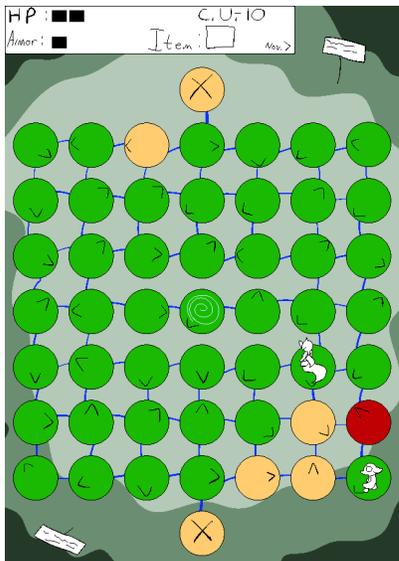
That is possible, and would mean his tile was able to move the board twice. It does not change our path, it just mean we are not guaranteed a win and he could give us trouble by going up when we go up.

Anonymous₁₀₀₂₈₆₇[>>407205](#)

Yes. It looks like he chose to not move his turn, and it activated the tile he is standing on, moved it, and turned it orange. Orange tiles, I assume, are non-entry/instant-lose-if-entered, and if he stays on that one for another turn, he loses/dies.

O₁₀₀₂₈₆₈

okay, two things. One, I cannot see that "solution" working, because as previously stated, yellow tiles do in fact move, and two, I think this other guy is just random walking and/or waiting to die at this point. Attempting to predict his behavior is going to be difficult at best.

**Anonymous**₁₀₀₂₈₆₉

Alison moves up onto a downward arrow!

Catatonic moves down onto a down-left arrow!

Alison's arrow cycles her row down.

Catatonic.. does not move. He looks around frantically, he seemed to be expecting something else and was greatly mistaken.

Her sign at the top right changes.

'Platforms change from green, to orange, to red, and then disappear. You may only move where the light trails lead,

but platforms will carry you wherever they move.'

Anonymous₁₀₀₂₈₇₀

[>>407211](#)

Hmmm... He could be trying to kill himself, but he could have tried doing that by standing still until he lost.

Anonymous₁₀₀₂₈₇₁

[>>407212](#)

He didn't wrap around? That's hax! Go back there right now and pick him up. This game isn't working right.

Anonymous₁₀₀₂₈₇₂

[>>407214](#)

I think he expected that arrow to loop around differently. Like it would get him to a different corner, rather than looping around on itself.

Terrec₁₀₀₂₈₇₃

Okay, this'll probably work.

Left,Left,Stay,Left.

O₁₀₀₂₈₇₄

[>>407212](#)

okay! I stand corrected. Apparently he does have some intent here, he just isn't very good about pulling it off.

[>>407217](#)

Nah man, it wrapped around, but there was only the one tile in that diagonal, so he ended up in the same spot.

O₁₀₀₂₈₇₆

[>>407221](#)

I'll buy that.

redaeth₁₀₀₂₈₇₇

Be friendly, warn him red tiles will disappear if moved on. Then ya lets go up.

MrTT₁₀₀₂₈₇₈

Go up, if you go up we win no matter what he does

Anonymous₁₀₀₂₈₇₉

Tell him about red tiles, then go up.

Anonymous₁₀₀₂₈₈₀

Perhaps you could break the game by get both of you out.

Shout out that you want to help him and work together, but only if he acknowledges what you say and won't fight you. If he responds, wait a turn on that tile so he can jump to the left. Otherwise, move up.

O1002881

okay, guys, if pattern holds, red tiles get one more turn of action before they disappear.

I don't know what all this stuff about going up to win is, since it is just a slower form of going left to win. HOWEVER. If we go up, and can convince him to go up to the red and ride it over, he can join us on our tile the next turn, and we can follow [>>407221](#) to victory together.

Anonymous₁₀₀₂₈₈₂[>>407234](#)

If we go up and he goes left, we win in two turns.

Anonymous₁₀₀₂₈₈₃[>>407234](#)

This sounds OK, as long as Alison can actually get him to respond and agree to not fight.

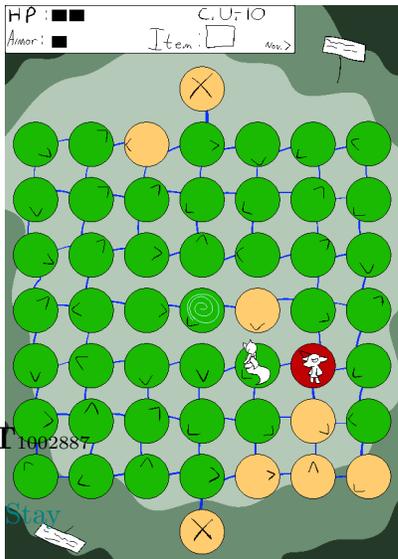
**Anonymous**₁₀₀₂₈₈₄

His platform didn't wrap around?

Alison thinks about it, and realized that it *would have* looped around, but there were no other platforms that its arrow was lined up with so it just made a cycle with itself!

She warns him about the red platform, but he's not sure if he heard her. She also says that they can work together, but only if he acknowledges what you say and won't fight.

He shuffles his feet a couple of times, but looks down and doesn't say anything.

Anonymous₁₀₀₂₈₈₅**MrTT**₁₀₀₂₈₈₇

Alison jumps up!

Catatonic jumps up!

He should be alright, the platforms only have changed color right after they leap off.

Options:

Cannot go up

Right = death.

Down = stupid

Left = same as staying in place

Staying in place = He either joins us here and we fight or make friends... or we then go up and we are back on track.

Anonymous₁₀₀₂₈₈₈

So if we stay still, we're still on course unless he moves down. If we move left, we're still on course unless he moves left.

redaeth₁₀₀₂₈₈₉

I hope he doesn't attack us, it would mean our death. Be prepared to defend ourselves if we remain still. I suggest we go left.

Anonymous¹⁰⁰²⁸⁹⁰

[>>407247](#)

If Alison moves left, then Cata still has a chance to get out by moving left, or up, since if she moved up it would shift the platforms and trap Cata. So move left if you still want to try and help him, or stand still to screw him over. I choose to move left.

redaeth¹⁰⁰²⁸⁹¹

I just had a nasty thought, two people on the same platform might advance its state twice. Not an issue with green but with yellow you won't be able to stay on it.

Anonymous¹⁰⁰²⁸⁹²

stay there and see what happens

Anonymous¹⁰⁰²⁸⁹³

[>>407252](#)

Remember that player order in a turn is determined by the position of the arrow on the platform the player is standing on. In this case, Alison would go first, and if Cata tried to attack, he'd end up on an empty platform.

Anonymous¹⁰⁰²⁸⁹⁴

[>>407254](#)

I suggest staying still, because then can't screw us up. If he moves down, we'll get shifted down right, then down left. We can then move left, and be headed straight for the goal.

MrTT₁₀₀₂₈₉₆

[>>407254](#)

Standing still does not in any shape or form screw him. It does mean he will likely share a platform with us which gives him a chance to screw us; or outright kill us (we have no HP). The safe choice that screws him is to go one left.

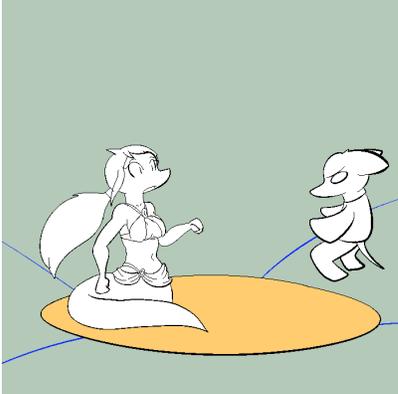
Anonymous₁₀₀₂₈₉₈

[>>407262](#)

Ah, yes, you're right. He wouldn't get trapped in the corner if Alison stood still. However, he wouldn't be able to attack Alison, because she goes first in the turn. Her platform would activate and move her diagonally down and left before he could attack.

MrTT₁₀₀₂₈₉₉

They both go concurrently, the priority is for platform moving, if he chooses left he will get to us before the platform moves and we will share a platform



Anonymous₁₀₀₂₉₀₀

Alison stays!
Catatonic jumps left!

Catatonic still has yet to land, before the platforms change. It is too late to jump, but Alison may attack if she chooses to. She cannot tell if catatonic is attacking or not.

redaeth₁₀₀₂₉₀₁

I'm going to assume he is hostile since he has not yet responded to anything we've said despite giving indicators he can understand us.

I say we attack.

Anonymous₁₀₀₂₉₀₂

Defend

Anonymous₁₀₀₂₉₀₃

there can only be hugs

MrTT₁₀₀₂₉₀₅

We have not upgraded our weapon, if we attack there is a good chance he will not die. Also, had we planned to kill him we4 would have gone left, not stayed.

Dirtbag₁₀₀₂₉₀₆

I'm gonna say he's probably just going to do his own thing without attacking you if he ain't gonna buddy up.

He's probably scared too shitless to fight anybody except in self defense.

Pillbug₁₀₀₂₉₀₈

Hugs!

Dirtbag¹⁰⁰²⁹⁰⁹

[>>407287](#)

What if hugs are considered an actual attack in this system? What if you can't hug without attacking? We don't understand the combat system enough to hug willy nilly. A pinch could be worth damage? A good hug could be considered an attempted smothering!

Terrec¹⁰⁰²⁹¹⁰

Let's not attack him. If we were that concerned about him turning on us then we shouldn't have made the offer in the first place.

[>>407284](#)

Down has priority over down-left, so moving left would've only delayed our meetup by a turn.

Anonymous¹⁰⁰²⁹¹¹

[>>407290](#)

While I doubt that anything other than our hair can do damage, I still think hugs are a bad idea for now.

Anonymous¹⁰⁰²⁹¹²

Don't attack. Defend, if you can. See what his intentions are.

Anonymous¹⁰⁰²⁹¹³

employ a defensive hug maneuver.

Anonymous¹⁰⁰²⁹²⁰

[>>407368](#)

no, this is a platform we had already been on. It turned yellow when we decided to stay on it.

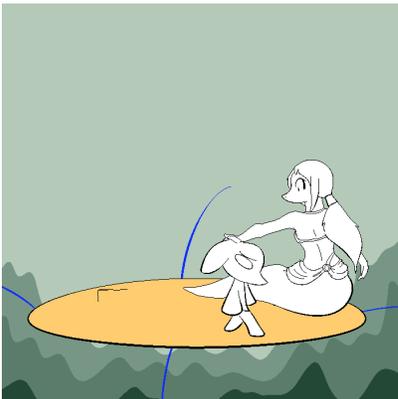
MrTT¹⁰⁰²⁹²¹

[>>407369](#)

you are right... after this turn the platform might turn red, or be destroyed if it decays at 2x when 2 people stand on it

Anonymous¹⁰⁰²⁹²²

Take his hand, point to the platform in the "up" direction, hold up three fingers, and say that on the count of three to jump with you. Count down, lowering a finger on each number, so it's obvious you're counting down.

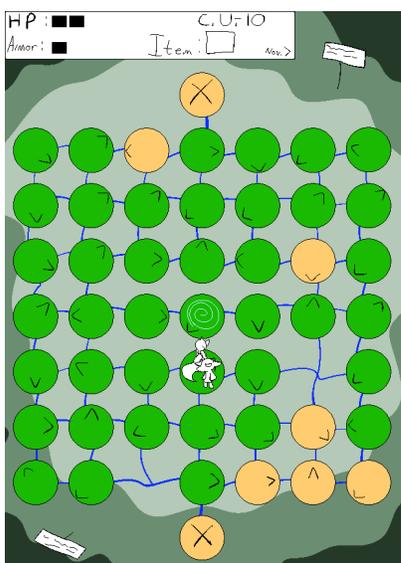


Anonymous¹⁰⁰²⁹²⁴

She offers her hand, but he doesn't take it. She can't force it, as that will count as an attack.

He does move forward as though to jump forward, so it looks as though he understands her direction.

Anonymous₁₀₀₂₉₂₅



They both jump forward.

Anonymous₁₀₀₂₉₂₆

oh, it counted as a single action this time? alright then, let it move again.

Anonymous₁₀₀₂₉₂₈

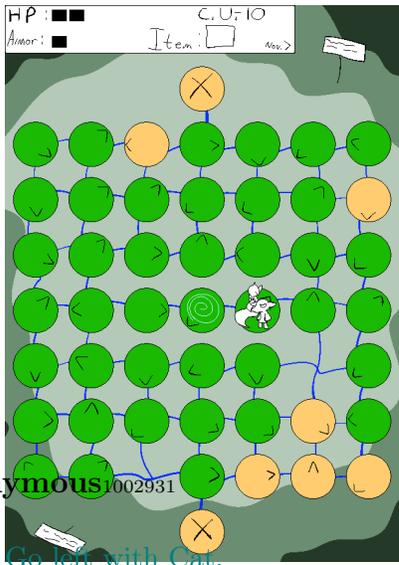
wait. then left.

Anonymous₁₀₀₂₉₂₉

[>>407386](#)

what if the platform can't cross that spot with us on it? They do double decay.

Anonymous¹⁰⁰²⁹³⁰



Single action

It took a moment to click, but they move one up and one right again with both on the same platform.

~~Whoops!~~

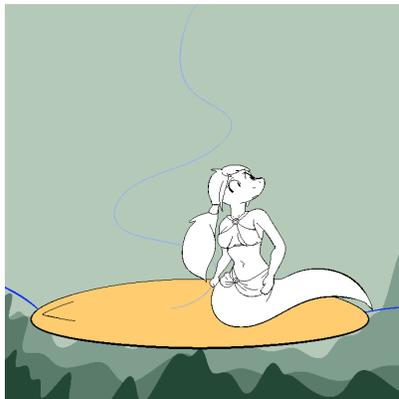
Anonymous¹⁰⁰²⁹³¹

Anonymous¹⁰⁰²⁹³²

left.

Anonymous¹⁰⁰²⁹³³

Nothing to do but jump left to the exit platform together.

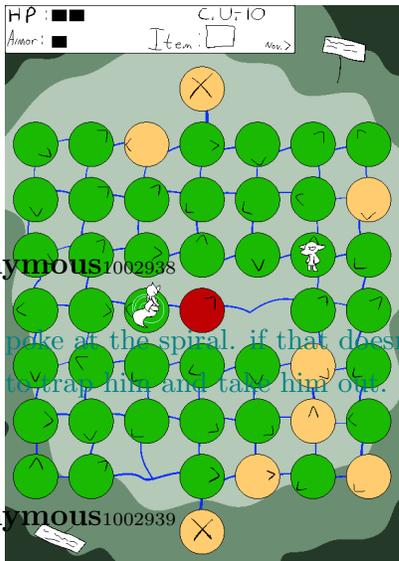


Anonymous¹⁰⁰²⁹³⁶

She motions left towards the spiral, and Catatonic moves to the edge to jump.

Anonymous₁₀₀₂₉₃₇

But he snuck away and jumped right instead.



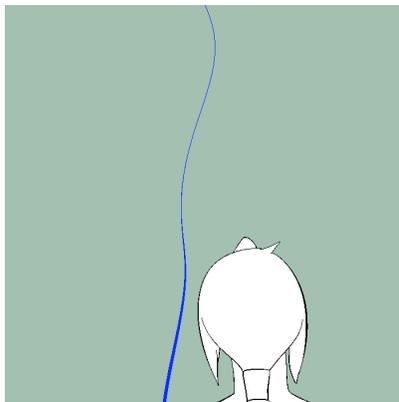
Anonymous₁₀₀₂₉₃₈

poke at the spiral. if that doesn't do anything then this is a battle to the death and we need to trap him and take him out.

Anonymous₁₀₀₂₉₃₉

[>>407404](#)

or the goal is to get the spiral to one of the x's.



Anonymous₁₀₀₂₉₄₀

The spiral extended upwards, it is acting as a light trail far above.

She can jump upright from here and leave.

Anonymous₁₀₀₂₉₄₁

Tell Cat that this is the way out and then leave. If Cat sees that this is the way out he will be more inclined to follow you.

Anonymous₁₀₀₂₉₄₂

Cat chose not to come with you. Leave without him.

Anonymous₁₀₀₂₉₄₃

it's his fault. jump.

Anonymous₁₀₀₂₉₄₄

sigh You can't save everyone, especially if they don't want to be saved. Onward and upwards.

MrTT₁₀₀₂₉₄₅

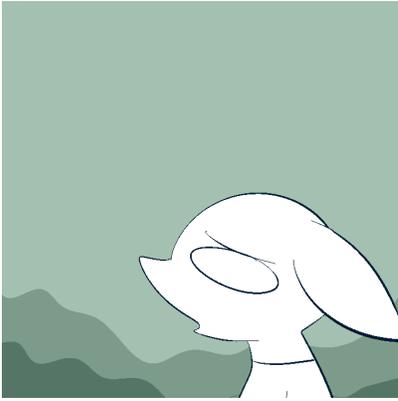
I think... I think he has decided not to come with us and end it all.
it is a shame but what can you do, jump up.

redaeth₁₀₀₂₉₄₆

Say good luck and exit.

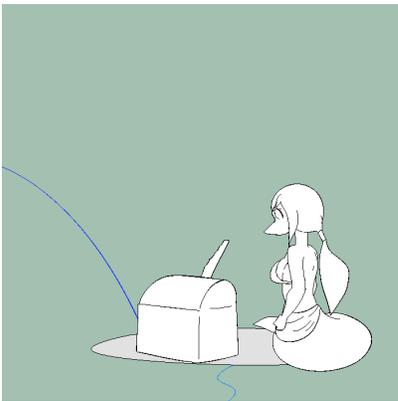
Anonymous₁₀₀₂₉₄₇

This quest has the highest meaningful character death count I have ever seen.



Anonymous¹⁰⁰²⁹⁴⁸

She jumps up, looking down at Catatonic looking back up at her. He thanks her for the hug back at the safe zone, just audible enough for her to hear.



Anonymous¹⁰⁰²⁹⁴⁹

She lands by a chest.

The chest contains a choice between **30 CU** OR the ability to buy **Scan** at any CU spending opportunity, an ability that costs 40 CU to obtain at rank one.

The details of Scan are at
[>>/questdis/361978](https://questdis/361978)

There is also a lever, both marked with words and diagrams that say that the lever will drop all of the lower platforms.

While Catatonic is down far below, he is in direct interaction with her, and so she will be able to absorb him if he falls.

Taffer¹⁰⁰²⁹⁵⁰

[>>407424](https://questdis/407424)

Take the CU, apologize to the depressed guy and pull the lever.

Pillbug¹⁰⁰²⁹⁵¹

Take the Cu, don't pull the lever

Anonymous¹⁰⁰²⁹⁵²

Take the CU.

Scan is useful, but we don't have enough CU to throw around every time we might want to use it.

Anonymous¹⁰⁰²⁹⁵³

"Add one more body to the body toll,
may God deliver this poor bastards soul"

And take scan. If we're going to make it out, we're gonna need to invest in the long term and scan is definitely gonna be useful.

Chrysalis ¹⁰⁰²⁹⁵⁴

Well, there's no way we can drop him after THAT! Not before giving him a chance to follow, anyway.

So far, we've always gotten CU automatically at the end of a stage. While it would be nice to have some extra, there's no guarantee that there will ever be another opportunity to get Scan, and it sounds like it could be useful - especially when dealing with people like the Guardsman. (It's probably too much to hope that someone's dropped him into the void by now.)

Take the possibility of getting Scan, then wait a while to see if Cat follows you.

new guy¹⁰⁰²⁹⁵⁶

take the cu, we don't know how long this event is going to be and we need cu right now.

Anonymous₁₀₀₂₉₅₇

[>>407433](#)

sound reasoning, seconded.

redaeth₁₀₀₂₉₅₈

I say no to the scan. Take the points. As for killing Catatonic, I say no. There's enough death inherent with the game as it is though we could use the 10-20 CU we would get from it.

MrTT₁₀₀₂₉₅₉

Take the CU, we CU starved and another ability we cannot afford will not help us if we don't live to buy it.

we have 1HP and do 1 damage per hit.

Anonymous₁₀₀₂₉₆₀

[>>407438](#)

we have 2 hp.

Anonymous₁₀₀₂₉₆₁

[>>407433](#)

Well, there's no way we can drop him after THAT!

He never spoke until that moment, and had waited until we had crossed the event horizon/point of no return.

He meant those to be his last words, and said them with the intention that he would never have to follow up on them.

Anonymous¹⁰⁰²⁹⁶²

Go for the money, don't pull the lever. Scan will replace absorption, and we don't get another item slot to make use of it for 2 more body ranks.

Anonymous¹⁰⁰²⁹⁶⁴

Can you lean over the platform, or go back down, and ask "Why? Why give up? Just... why?" You'd like to know why he's totally resigned to this before you pull that lever, but pull it all the same. He knew it would turn out this way.

Take the 30 CU. If the scan ability let you see everything for the CU cost per use, it might be worth taking, even though it'll cost 40 CU before it can even be used.

Anonymous¹⁰⁰²⁹⁶⁵

[>>407443](#)

No, items that give the potential to learn an ability get absorbed. We haven't had an item since we got clothing.

Anonymous¹⁰⁰²⁹⁶⁶

Take the CU, pull lever.

Anonymous¹⁰⁰²⁹⁶⁷

[>>407445](#)

"Why? Why give up? Just... why?"

Alternatively, ask what happened to him or what he found out to make him this way, or if he was always like this, since asking why tends to lead in strange and unproductive loops.

Maybe we could respond back with a "You can speak?!" on the gamble that it would either surprise him into speaking further, or put him into a worse depressive slump.

Chrysalis 1002968

Whatever you do, wait a while first. If he wants to end it all, fine - you might as well get some CU out of it - but at least give him a chance to reconsider.

PervDragon1002969

[>>407424](#)

Tell him to move his ass and get up here already. He's already given you the CU reward; he doesn't have to die for it.

Anonymous1002970

Also remember we gave Cat an extra life. It would be a huge waste to give him that and the force him to use it here.

So we wouldn't actually get his CU.

Anonymous1002972

Tsk. Watch down below for a while. You can't force him to come, but you can see his progress. You probably do have to pull the lever to end the level, but it's not his right to make you the one to kill him.

Anonymous1002973

You could watch below and wait for him, and pull the lever once the arena time runs out and the platforms are crumbling, but you're against the clock here. Remember, there's only four exit slots out of the Canyons, and you don't have any idea how much of a race this place is. Do what you will, but do it quick.

Anonymous₁₀₀₂₉₇₄

Take the CU, pull the lever. Take the CU, pull the lever. Take the CU, pull the lever.

Juroko₁₀₀₂₉₇₅

Sometimes, people just want to die. The guy doesn't look like a killer and has probably seen as many people end as we have. He keeps living, other people die in his place. After all, only 4 people can leave this zone. Poor guy probably doesn't want anymore blood on his hands.

We need to move on to survive. We delay and we may not make it to the final door. Pull the lever.

Scan may look good, but it will get expensive fast and right now everyone is growing quick. Besides, this is a multi stage world I think. We may find other scrolls and we can only take one through the level gate.

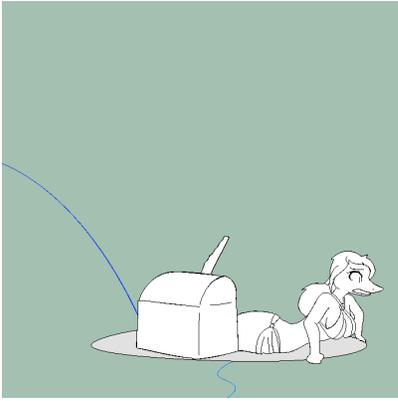
MrTT₁₀₀₂₉₇₆

remember that the level is timed and if we take too long everyone loses.
Just, move along.

Anonymous₁₀₀₂₉₇₇

If he's going to come, he can make it in four moves. (those moves being Up, left, stay, right)

I'm still advocating grabbing the CU and pulling the lever, but if we're going to wait, I wouldn't do so for longer than that.



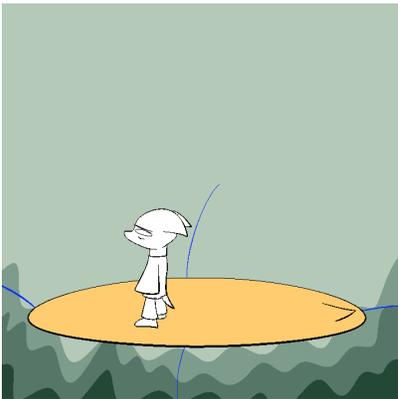
Anonymous¹⁰⁰²⁹⁷⁸

[>>407443](#)

The absorption skill item is already used and effects gained, it does not take any item slots and will not get replaced.

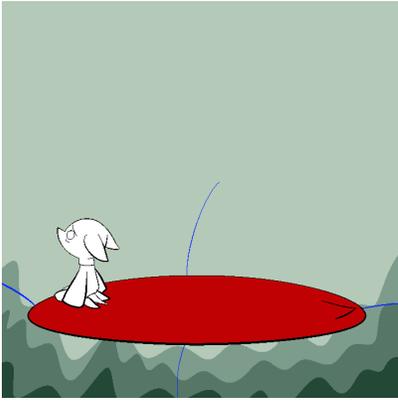
She honestly does not know if she has the heart to pull a lever after all. It may be foolish, but she will wait a couple of rounds for him.

She wants to know. Why he's given up, and what has happened to make him this way.



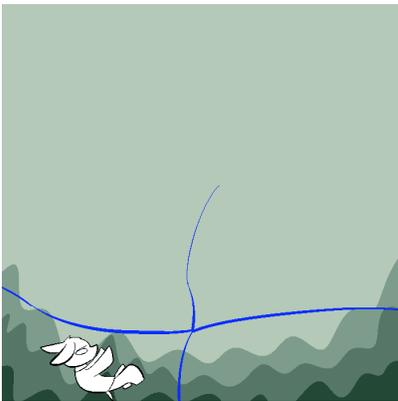
Anonymous¹⁰⁰²⁹⁷⁹

He says he made friends with someone in stage two. When they each entered a portal, they were split up for stage three, much like here.



Anonymous¹⁰⁰²⁹⁸⁰

In stage three, he met another friend, that didn't drop him back on the grid, that didn't attack him, that looked out for him.



Anonymous¹⁰⁰²⁹⁸¹

The end of stage three was similar. 2 exits remained, with Catatonic and his two friends, no one behind them for half a dozen turns. They both wanted catatonic to go in, and decided to duel for their own place. They didn't understand how fragile the mechanics made everyone. They killed each other in the same hit. They were never given extra lives.

Catatonic doesn't jump off of his platform. Alison doesn't know how extra lives work. Perhaps it will return him to the beginning of the stage, but he would have to do miraculously to turn around and catch up to everyone. That is assuming he wishes to use his.

She'll be able to absorb him and get the chest's CU this round and move on, but she may yell one more thing down to him if she wants to.

Kalt¹⁰⁰²⁹⁸²

[>>407498](#)

"Use your extra life, at least!"

Anonymous¹⁰⁰²⁹⁸³

"Despite everything, I'm glad that I met you."

new guy¹⁰⁰²⁹⁸⁴

"may you find peace in whatever comes next"

this is messed up, this whole setup is needlessly cruel. if we get out of here, we are going to make whoever made this hell pay.

MrTT¹⁰⁰²⁹⁸⁵

[>>407502](#)

go with this. And do absorb his CU (well, 10% of it). It might seem cold but we did all we can and it can save our lives and the lives of others to have it.

Anonymous¹⁰⁰²⁹⁸⁶

Now his friends will have died for nothing and he's wasting an extra life. He shouldn't have given up, but at least some good will come from his actions since Alison has the absorb skill. Maybe we can rule it a sacrifice instead of a suicide.

The absorb skill can make all this death a little less pointless, actually. Fight with the power of the fallen so that their deaths had at least some value.

Elephant Guy¹⁰⁰²⁹⁸⁷

baww... eat him in the CU.

Anonymous¹⁰⁰²⁹⁸⁸

"Throw me your life!"



Anonymous¹⁰⁰²⁹⁹¹

She crams as many words in as little time as she can. To use his one up, but if not, then to find peace in whatever is next, but mostly that she is glad that she met him.

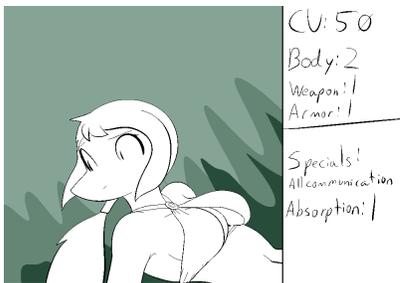
She hopes that there really is a 'next.' She absorbs him, and it doesn't just feel like she got his CU. Some of his experience and understanding were included as well. She still felt, but couldn't bring herself to say that his friends died for nothing. The absorption may have been a two way process, though, as in the last instance, he felt regret.

Throw her his life

She's unable to use his extra life even if he could throw that high.

Catatonic absorbed! 10 CU gained!

Chest prize attained! 30 CU gained!



Anonymous¹⁰⁰²⁹⁹²

There's nothing left here, nothing to do but more forward.

As in stage 3, she has a moment as she floats through the air. It is another checkpoint, and she may spend points here.

Current CU: 50

Body Rank 3: +1 HP - 19 CU

-Rank 4: +1 HP - 22 CU (41 CU total cost for rank 3 and 4)

Armor Rank 2: +1 armor - 10 CU

- Rank 3: +1 armor - 14 CU (24 CU total cost for rank 2 and 3)

- Rank 4: +1 armor - 19 CU (43 CU total cost)

Weapon Rank 2: +1 attack. - 5 CU

- Rank 3: +1 attack - 7 CU (12 CU total cost for rank 2 and 3)

- Rank 4: +1 attack - 8 CU (20 CU total cost)

- Rank 5: +1 attack, +1 optional weapon form - 17 CU (37 CU total cost)

Absorption Rank 2: - 41 CU

new guy₁₀₀₂₉₉₄

i'm tempted to go for absorption rank 2, but we are very weak right now. i'd recommend picking up a rank 3 or 4 weapon.

Anonymous₁₀₀₂₉₉₅

Body Rank 3

Armor Rank 3

Weapon Rank 2

Save 2 CU

Kalt₁₀₀₂₉₉₆

[>>407520](#)

Pump armor straight to rank 4.

BTW, is armor rank equivalent to damage reduction, division, or unknown?

Anonymous₁₀₀₂₉₉₇

The whole, gain some of their memories really makes me want to get absorption level 2.

But on the other hand, we could get +2 armor, +1 Body, and +1 weapon.

Anonymous₁₀₀₂₉₉₈

[>>407523](#)

voting for this

Anonymous₁₀₀₂₉₉₉

[>>407524](#)

Check [>>/questdis/361862](#), though some of it is vague and there's a bit missing.

It seems like many of the others sank their CU into weapons, so Alison needs to be able to take a hit. Take weapon level 2, Bump body level up to 4, and put none into armor, on the assumption that there's going to be some jackass out there with an armor bypass specialty. She'll get an additional item slot for being at that body level as well.

Anonymous₁₀₀₃₀₀₀

[>>407528](#)

a high body also has other advantages over armor, namely that it's used to test attributes, like strength and dex.

MrTT₁₀₀₃₀₀₁

Taking a hit and surviving doesn't help much if we deal 1HP damage, we will just be killed the next round.

Then again, when someone jumps to our platform we get 1st strike on them.

Thus I say:

Body 3
Armor 2
Weapon 4

And keep avoiding combat where possible.

Taffer₁₀₀₃₀₀₂

[>>407535](#)

I like your interpretation. Body 3, armour 2 and wepon 4 is the way we want to go

Dirtbag₁₀₀₃₀₀₃

[>>407523](#)

this is good

Anonymous₁₀₀₃₀₀₄

[>>407535](#)

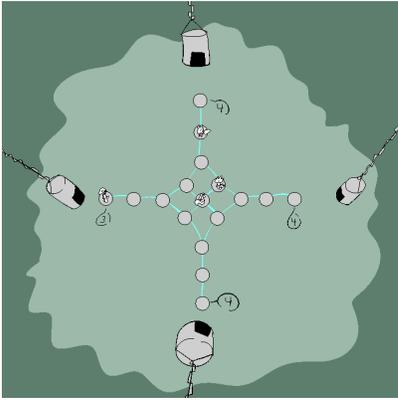
Good points. I'm voting for this. Ideally, we don't want to kill anyone, but it's best to be prepared for when someone aggros us and we can't avoid them.

Anonymous₁₀₀₃₀₀₅

I'll play devil's advocate and say just get the rank 2 absorption. You're best off getting that up and running as soon as possible since it'll double our return from it.

If you want pacifism to work, you'll need to be strong enough to stand up to the others eventually.

Next round will be risky, but if we can pull through it we'll be fine.



Anonymous¹⁰⁰³⁰⁰⁶

Alison now has **Rank 3 body, 3 armor and 2 weapon**. She has 2 CU left over.

Alison's direction shifts straight down, until she lands in the center of the new layout. There are four elevators, it doesn't look like anyone has left yet.

Frills is hopping left, and the Guardsman is going to the top. Iso is off to the side, and he greets Alison, saying that he got very lucky in the race. He got here the earliest, but wanted to wait for Alison. The Guardsman passed Iso, much to the latter's relief, with the Guardsman instead going straight to the top elevator.

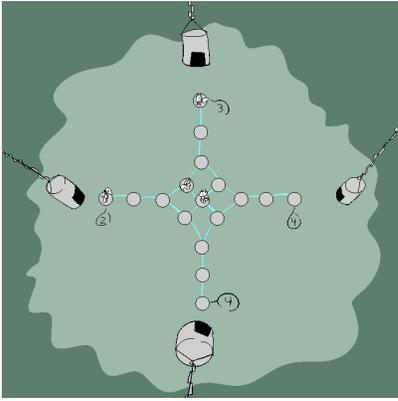
Alison is surprised that so few people got ahead of her. Frills answers by saying that, while he doesn't know how the race or wits were, the arena was a massacre. The Guardsman absorbed at least two people.

Iso adds that when Frills leapt onto the far left platform, the icon next to it changed. He still can't read, so he doesn't know if that helps.

Dirtbag¹⁰⁰³⁰⁰⁷

Do you think those elevators can hold more than one person? I think so. The only different one is the one with Frills on it.

Let's develop our relationship with her by going for it with Iso. Maybe when the competition seems less fierce everyone will be friendlier.



Anonymous¹⁰⁰³⁰⁰⁸

Alison jumps, beckoning Iso towards her as well, while asking Frills to find out if the elevators can hold more than one.

He doesn't think so, a point that he puts forth vehemently. He said there were supposed to be four survivors, if the sign was correct, and there are four elevators. Pointing out that there are two available ones, he tries to shoo Alison away from his spot.

Dirtbag¹⁰⁰³⁰⁰⁹

[>>>407548](#)

Make fun of his choice to not pay for his one-up, even if he did end up surviving. "Good thing everyone had their one ups then, huh!?"

Make for the south while Iso heads for the east.

Anonymous¹⁰⁰³⁰¹⁰

What's with those numbers that are counting down?

Anonymous¹⁰⁰³⁰¹¹

maybe you have to stand on one of those spots for four turns to get into an elevator. Either way, you should each hustle to the free spots.

Anonymous¹⁰⁰³⁰¹²

[>>>407550](#)

Don't pointlessly aggravate Frills. Let's just each get to the other free spots.

And, ugh, the guardsman. Since he's obviously a combat twink (with absorption, no less), we really don't want to face up against him in direct combat. Better to find a way to kill him off through wits if we end up his opponent.

Anonymous₁₀₀₃₀₁₃

You could go to the elevators and just wait 4 turns. However notice the guardsman isn't picking a fight. If he really did just slay 2 opponents, he's probably low on health so if you and your friends want to get rid of him, now's the time.

Anonymous₁₀₀₃₀₁₄

[>>407556](#)

We don't know his stats. He gets the first attack if we jump onto his platform, and there's entirely a possibility he has high enough weapon to one-shot us.

redaeth₁₀₀₃₀₁₅

I say we finish him off. Right now we can take a rank five hit and both of us have our 1-ups as well. We might have to kill him twice but at least he doesn't advance and get stronger too.

redaeth₁₀₀₃₀₁₆

We should ask about Ito's stats as well however

Anonymous₁₀₀₃₀₁₇

Potential problem: If we both have to attack twice to finish him, he'll likely have a chance to escape into the elevator.

If we can finish him off in one shot attacking together, he'll still nail one of us.

And then one of us will have to make our way to the other elevators, likely while injured. Though the injured one can just stay and use the elevator while the uninjured one moves on to the other.

However, that'll slow down whoever goes for the other elevator, and then they might have to fight with any survivors that arrive after us. As is now, it's already possible that we might have to do that, if said new arrivals arrive early enough.

redaeth₁₀₀₃₀₁₈

Ah, nevermind about attacking, by the time we team up and get to him the counter will be at zero. Lets head to the remaining elevators.

Elephant Guy₁₀₀₃₀₁₉

don't be a dick. Frills never wronged us.

go to the bottommost elevator at the same time as Iso to see if the two of you fit.

redaeth₁₀₀₃₀₂₀

We're talking about attacking Gaurdsman. The one who tried to hide the 1 Ups and been killing people right and left. Not that theres a point since he'd escape before we reached him with Ito.

Anonymous₁₀₀₃₀₂₁

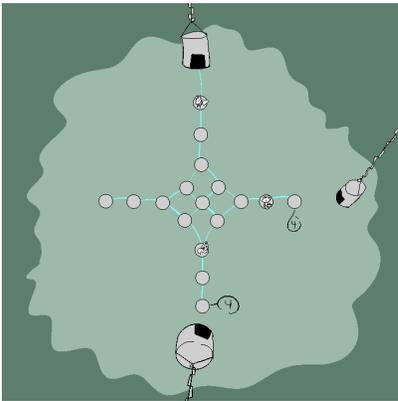
head to the remaining elevators

That Other Guy¹⁰⁰³⁰²²

While I'll be the first to agree that Guardsman is an asshole, it's not worth risking our chance to go to the next level by taking him on. Seems I should also point out that we're low on HP, too. We might not survive the battle. I don't want to use the 1-up so early, especially since I suspect we'd only to be deposited back at the very beginning as a blob, again.

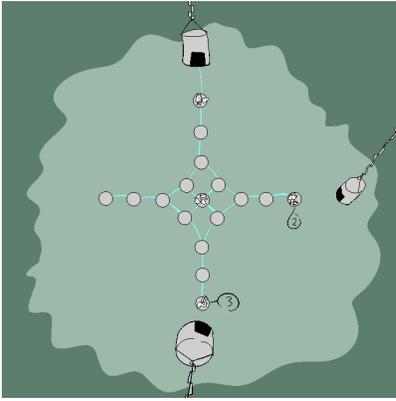
new guy¹⁰⁰³⁰²³

there is an elevator for both us and iso, lets get going.

**Anonymous**¹⁰⁰³⁰²⁴

Alison and Iso move to their own respective elevators. 3 jumps are made. Frill's number goes down, a light trail forms into the elevator, and he jumps in. Frills makes one last mention, that he's quite certain that he say the Guardsman get slain once, and he shouldn't have any more one ups. Nonetheless, it is risky. The door instantly shuts behind Frills and the elevator moves up.

The Guardsman's number just finishes, and he's able to jump in.



Anonymous¹⁰⁰³⁰²⁵

But he doesn't, yet. Two more turns pass, the Guardsman stays, and the mathematician arrives.

redaeth¹⁰⁰³⁰²⁶

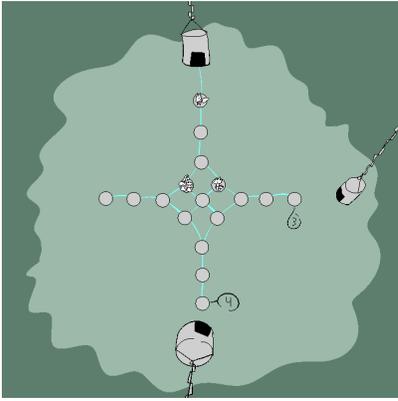
Ah, that's not good. I vote we help Math. 3v1. Ask him if he used his 1 up

Chrysalis¹⁰⁰³⁰²⁷

Well. It looks like we get to choose between fighting Guardsman and leaving the Mathematician here - unless the elevators take simultaneous groups of passengers, which we can't test without leaving the area.

I vote for fighting the Guardsman. We'd be better off taking the Mathematician with us, and we're probably never going to have a better opportunity to get rid of the Guardsman than right now, when he's weakened and down to a single life. The way this game has been going, we'll probably be forced to face him eventually no matter what we do. Might as well be now.

If Frills was right, though, this means that 1-ups return you to where you die, not back to the beginning. That's good to know.



Anonymous¹⁰⁰³⁰²⁸

Alison, Mathematician and Iso decide to 3v1 the guardsman. No one except Guardsman has used a one up, so Mathematician says it should be relatively safe, assuming that no one else comes near and messes with the plan.

Iso mentions, however, that the guardsman may flee if all three of them go for him, knowing that he won't take impossible odds.

The numbers at the elevators also went back up as no one was on them.

MrTT¹⁰⁰³⁰²⁹

the problem is that it will take us 16 turns to go there and back.

Helping the mathematician is desirable, as is killing AND Absorbing the guardsman... but damn that is way too many steps and unless the elevator counter resets it means our elevators will be taken... unless multiple people can fit in an elevator it is near suicide to do so...

You could suggest he try to run by the guardsman since he has 2 lives. He loses one and then jumps into elevator.

Or that he wait for more people and all gang up on him (Although he will just escape and leave them)...

The most plausible scenario to help the mathematician is to invite him to join you in your elevator and hope it can hold 2

MrTT¹⁰⁰³⁰³⁰

[>>407608](#)

welp... too late, we committed.

Then, ask mathematician about his attack and defense. Same for Iso.
Go 2v1.

redaeth₁₀₀₃₀₃₁

Here's what we can do, ask their stats, two people who can survive a level 5 hit go ahead and engage the guardsman. The other stays one behind the two engaging. If the guardsman survives the double hit the weakest goes into the elevator while the strongest retreats into the waiting person. They both attack the guardsman to finish him off.

EveryZig₁₀₀₃₀₃₂

Do we actually know that rank 5 is the maximum for weapon? The mathematician might know, since he has more ranks in weapon.

I still feel that the guardsman would only stay if he has a good reason to believe he can beat us.

Anonymous₁₀₀₃₀₃₃

Whatever plan you guys formulate. Remember he has a Counter move, which will cancel the damage he takes and redirect it toward the object that dealt it x2

Anonymous₁₀₀₃₀₃₄

[>>407626](#)

[>>406485](#)

Guardsman used an item, Double Attack Counter Interruption
item

Items are one-shot items. So unless he picked it up as a skill later, I don't think he still has it.

redaeth₁₀₀₃₀₃₅

We've gotten and spent around 150 points. You figure the guardsman probably has gotten that many and a bit more thanks to absorption.

Level 5 Weapon is 41 points total.

Absorption is either 30 or 71 depending on if he levelled it twice. Lets say level 1 since we know he has that.

Those are the two we know he most likely has.

To combat a level 5 weapon he needs at least level 3 body (42) and a level 3 (32) armor.

That's 145 points. To gain another level in armor (19) and body (22) that would probably eat up the rest of his supposed points (186) or he could have gone for absorption 2 instead for the same price.

Anonymous₁₀₀₃₀₃₇

Make sure both you and Iso share the ability prices you've seen with Math. Probably won't help much here, but you never know.

You need more information about how the 1-ups work when they're used. Do they deposit the person right back at where they died, with full health/armor, in an adjacent spot, or at the beginning of the level? If it's right where they died, then one of the weaker looking players here could go up alone, jump over, take the loss, then jump into the elevator, trapping the Guardsman while everyone else gets away.

O₁₀₀₃₀₃₈

As nice as it would be to kill him and get the absorb points, I do kind of like the idea of someone sacrificing a one-up to pretend to wanna fight him and actually just walk past and leave the fucker behind. There is a certain elegance to it.

Anonymous¹⁰⁰³⁰³⁹

We could try just us and the mathematician; whoever dies (should) respawn in the middle and can head for the last elevator. It would leave Iso with 3 turns, survivor with 3, and respawn person with 7 turns.(+ elevator time)It would use a life, but gives a fair chance for all to survive; it also makes the guardsman less likely to run.

redaeth¹⁰⁰³⁰⁴⁰

He'll have to kill one of us then. Better to try and kill him from the get go. If he survives the first attack then by all means we should have someone jump in the elevator.

Anonymous¹⁰⁰³⁰⁴¹

How about Math attacks Guard, while Alison and Iso move toward the other elevators. It has to look like Math is making a last ditch chance to get out, otherwise Guard will jump into the elevator.

Once Math gets into the elevator, Alison and Iso move in to take down Guard, unless another player enters. Then they should move to the elevators.

Anonymous¹⁰⁰³⁰⁴²

[>>407608](#)

All of you move to the center.

All of you go into the south elevator.

Your moves are all simultaneous so you should be fine.



Anonymous¹⁰⁰³⁰⁴⁴

The mathematician says he doesn't know what the max level of weapon is, it just keeps going up. He's had the opportunity for level 6 weapon, and thinks that if there is a max, we're not anywhere near it. He admits he has little evidence to his thoughts.

Before Alison decides who to take to kill the guardsmen, she asks Iso and Mathematician what their stats are.

Iso says he would like to be the one to go with her. Alison still has not decided yet.

redaeth¹⁰⁰³⁰⁴⁵

Definitely Ito then, ask what the 'second form' of the weapon actually does?

redaeth¹⁰⁰³⁰⁴⁶

Also what did the level 6 weapon cost?

Elephant Guy¹⁰⁰³⁰⁴⁷

kill the killer to prevent him from killing more.

redaeth¹⁰⁰³⁰⁴⁸

I was just thinking if he has a level 6 weapon hes going to kill one of us no matter what. So to put him down for sure our top weapon users should go. That will be 11 damage and hed need a level 6 body and level 6 armor to survive that.

Anonymous₁₀₀₃₀₄₉

Do we know the range on Alison's absorption ability? Can she stand on the platform next to the Guardsman's when he's killed and still absorb him?

If she can, then Iso and Math should go up and attack, with Alison one platform behind. Guard would have to have a total of 12 combined between body and armor to survive that. Guard almost certainly has 6 or more in weapon power, so no matter who attacks, they're going to use up an extra life.

MrTT₁₀₀₃₀₅₁

am I the only one that doesn't really trust the mathematician?

Also, CRITICAL ERROR with the plan to run by him... he will be able to run to either of the remaining elevators and the timers on them will not unlock fast enough to avoid a deadly fight against him.

We either kill him or kill the mathematician and go move on.

redaeth₁₀₀₃₀₅₂

It's possible he will turn on us yes, but we do have those 1-ups and any one of us can kill him, even our crappy level 3 weapon.

redaeth₁₀₀₃₀₅₃

mmm right now I'm going to say, Ito and Allison should be on the attacking team. Whomever dies should use the elevator right away. The other should advance to one of the remaining ones and backup Math should someone else comes.

Anonymous₁₀₀₃₀₅₅

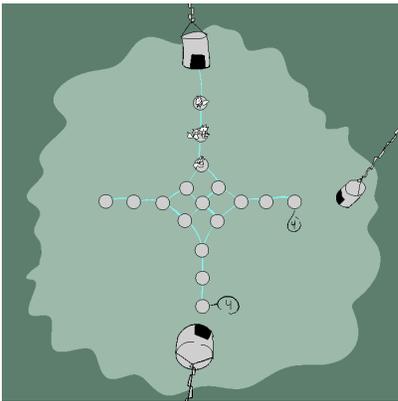
[>>407658](#)

The RUN-BY plan would only work if just one person goes to face the Guardsman, while the rest head to the other elevators. Once the elevator timers count down to the point that the Guardsman can't catch up, then the one who'll sacrifice their extra life attacks. In that plan, Alison would be the one to attack, just in case she kills Guard. But we're not going with that plan, we're going with the double-attack with two people.

MrTT₁₀₀₃₀₅₆

The problem is that guardsman could jump into the elevator when we are just near him. Which means the mathematician would go for the nearest elevator and be out before we reach him... which means Iso and Allison are screwed if they left the mathematician behind. Thus, we should require he stay at least 3 steps from us while we are attacking.

I am also concerned with more people showing up.

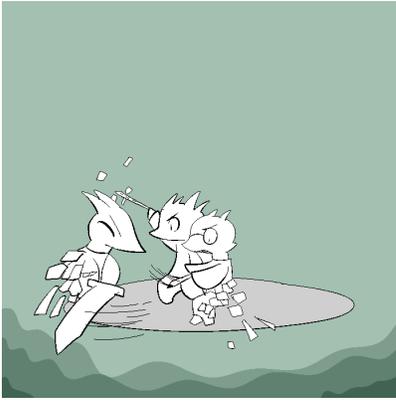


Anonymous₁₀₀₃₀₆₂

What is the second form, and how much did the 6th rank cost?

The second form is just a new shape the weapon can take, if desired. It doesn't help attacking at all, Mathematician says. Going from Rank 5 to Rank 6 costed 17 CU, he says.

Alison asks the mathematician to go with Iso. He says he is already indebted for the help. Iso and Mathematician heads forward twice, and Alison follows behind.



Anonymous¹⁰⁰³⁰⁶³

Absorption range

Rank 1 has a range of 1 tile, except for special cases of interaction, as was the case with Catatonic.

Iso and Mathematician jump forward to attack Guardsman, Alison jumps forward to remain one tile behind. The guardsman holds position.

Mathematician attacks Guardsman!

Iso attacks Guardsman!

Guardsman attacks Mathematician!

Guardsman takes 11 damage! Guardsman is slain!

Mathematician takes 6 damage! Mathematician is slain!

Alison may only absorb one person per round, and must choose between the guardsman and mathematician.

Conih¹⁰⁰³⁰⁶⁴

Guardsman, obviously. Fuck 'im.

...Then again... Does the CU we absorb come from their reserves, and they respawn with less? And on second thought, I dunno if absorbing guardsman's twink-ness would be a good thing...

redaeth¹⁰⁰³⁰⁶⁵

Absorb Gaurdsmen, have math enter when he respawns. Lets go to the elevators, be prepared for trouble.

Anonymous₁₀₀₃₀₆₆

guardsman, probably fucked over everyone he ran into so he must have a bunch.

MrTT₁₀₀₃₀₆₈

Absorb guardsman.

He has been absorbing a whole lot of other people so should have a lot of CU

[>>407674](#)

it is 10% of their total CU, both spent and unspent.

Also, I think mathematician has an extra life so absorbing him might prevent respawn, but it does preserve memories if he didn't actually have an extra life.

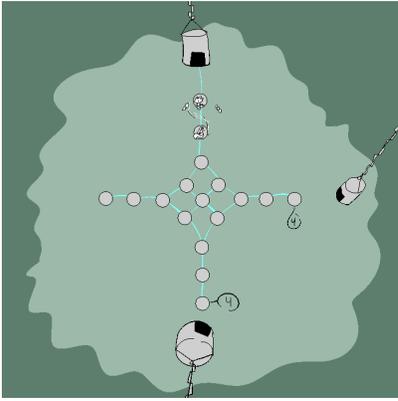
Anonymous₁₀₀₃₀₆₉

[>>407674](#)

The swordsman, definitely. We don't know what negative effects absorbing the mathematician might have on him even if he respawns.

Anonymous₁₀₀₃₀₇₀

Also, the mathematician should get first dibs on the elevator. He lost a life, and he's the most vulnerable and squishy one.



Anonymous¹⁰⁰³⁰⁷¹

Alison absorbs Guardsman! Alison gains 16 CU.

Guardsman absorbs Mathematician! Guardsman gains 13 CU.

At the end of the round, they both dissipate. She isn't sure where Mathematician will end up when he uses their extra life, presumably next round. For now, Iso and Alison must decide on where to run to.

MrTT¹⁰⁰³⁰⁷²

Iso wait near elevator, allison go to right elevator.

When allison's elevator is open jump in at the same time. or if an enemy comes Iso can jump in early.

redaeth¹⁰⁰³⁰⁷³

[>>407682](#)

Sounds good to me.

EveryZig¹⁰⁰³⁰⁷⁵

Alison should move one towards the center while Iso stays where he is.

redaeth¹⁰⁰³⁰⁷⁶

speech / listen is only 20 points, enough for one level of body / armor

Anonymous₁₀₀₃₀₇₇

Guardsmen absorbs Mathematician! Guardsman gains 13 CU.

Uh... I hope this didn't interrupt Math's 1-up use.

As long as you're both here, Alison and Iso should try to board the same elevator. Almost certainly won't work, but it's worth a try. Otherwise, Iso should wait here for Alison to move to the right elevator, and both jump on their lifts at the same time.

Dirtbag₁₀₀₃₀₇₈

Just tell iso to take that elevator, you'll catch up.

Guardsmen is gone forever, hooray! As horrible as it sounds cheering for his death, we don't have to deal with his assholishness. Frills is only a little bit of an asshole, but understandably.

No real assholes left I would say.

Anonymous₁₀₀₃₀₇₉

[>>407681](#)

Aw shit Absorb worked for the Guardsman. That must mean he's got an extra life or there'd be no point to that action.

redaeth₁₀₀₃₀₈₀

I'm guessing guardsman had an extra-1up and thats why he managed to absorb people even if he died. Probably was in someones chest.

Honestly I'm suprised neither left chests this time. Ito does deserve a reward. Myabe absorption cancels that?

Anonymous₁₀₀₃₀₈₂

[>>407690](#)

Naw, the absorption would go off for him on defeating any enemy, even if he's dying at the time. ...I think.

[>>407691](#)

Yes, Iso should get a share of the CU; Hand him 6.

EveryZig₁₀₀₃₀₈₃

[>>407689](#)

Even if the guardsman is gone, there still seem to be multiple instances of the same stages. For instance, at the last rest area there were 20 people, while in our starting area there were only 10 blobs to begin with.

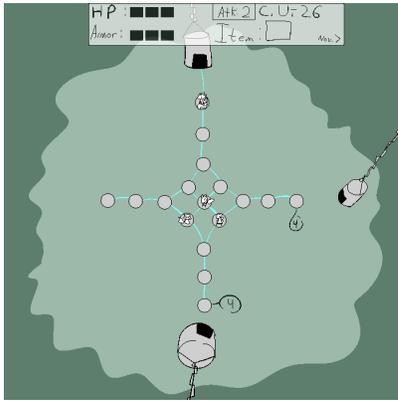
redaeth₁₀₀₃₀₈₄

Sure, hand Ito six while we try operation double elevator.

redaeth₁₀₀₃₀₈₅

[>>407694](#)

Every stage seems to start with 20 and work its way to 4. Thats alot of life loss. whoever built this is sadistic.



Anonymous¹⁰⁰³⁰⁸⁶

Alison jumps upwards to Iso, partially to give him 6 CU's, and partially to test if two people can go in the same elevator.

The next turn comes, and both the mathematician and the guardsman returned on separate tiles.

Either Frills was mistaken, or a liar.

Mathematician says that he's at one HP and his armor is worthless right now, but that means that guardsman must be weakened as well!

Another unknown person also arrives.

Dirtbag¹⁰⁰³⁰⁸⁷

[>>407697](#)

Yell to unknown dude to block he guardsman's escape on the right, or at least to attack the weak asshole then tell Mathematician to run for the other elevator

Iso stay behind while you go kick his ass, leave no escape!

redaeth¹⁰⁰³⁰⁸⁸

Have Math move left. Lets try and intercept gaurdsman. Tell the newcomer that the gaurdsman is an easy kill as he just respawned.

Tell Math he should try and move towards us afte rhe moves left, hes welcome to the elevator.

redaeth₁₀₀₃₀₈₉

Hope everyone realizes we're going to have to kill all the new-comers in order to secure our own spots.

Anonymous₁₀₀₃₀₉₀

Grrrr! Dammit, Frills...

Yell to the new guy that the guy in the middle only has one health and no armor, but a level 6 weapon. If the new guy can survive attacking Guardsman, he should do that! Math should jump to the left, and keep jumping to stay out of the Guardsman's way. Alison and Iso should move down to get in attack range.

O₁₀₀₃₀₉₁

Before anything else, ask if the new guy can communicate and still has his extra life. This is vitally important for his survival as well as everyone else's.

If there is nobody on our current spot, the counter will probably reset to four. Since we came north for some reason, if guardsman just runs to the south door we cannot hit him before he gets in. We need to stall him somehow. So!

Iso, stay here to hold the door. Us, move south. Mathematician, move north. Going south risk getting him trapped, but if he can get Guardsman to do anything besides going for the south elevator for a turn, WE can catch him and safely deal a blow, or at least kite him around until we can leave him behind.

Chrysalis ₁₀₀₃₀₉₂

If the Guardsman chases Math down one of the paths, Math is dead; his only hope is to run in circles in the center, one step ahead, or to wait until the Guardsman is distracted and run to an elevator. Have Math run to the bottom corner of the center, closer to the bottom elevator, and hope that either the Guardsman attacks the newcomer, or vice versa. For Alison and Iso, one of them should guard the elevator they're near while the other one runs to help Math

and/or secure the right-hand elevator.

redaeth₁₀₀₃₀₉₃

Don't mention his weapon, I doubt anyone at this point has enough points to survive it.

redaeth₁₀₀₃₀₉₄

Moving left will also let Math do a ring around the rosy no matter which spot Gaurd moves.

Anonymous₁₀₀₃₀₉₅

[>>407702](#)

This, with also asking if the new guy could block the south route... But then the new guy might go down and take the elevator... Just going to have to take the chance.

What do we know about how health and armor regenerates? Does health restore at the end of a round and armor regenerates each turn, or is it something else?

Anonymous₁₀₀₃₀₉₆

[>>407703](#)

Don't put Math next to the unknown new guy. Math might end up getting attacked by him. Math should go left and kite Guard around.

redaeth₁₀₀₃₀₉₇

Armor each turn, I have no idea about health though. We can ask Math as he runs around.

redaeth₁₀₀₃₀₉₈

Our own weapon becomes useless if he gets above 2 armor though.

MrTT₁₀₀₃₀₉₉

If they go for bottom elevator they will be gone before we can interrupt.

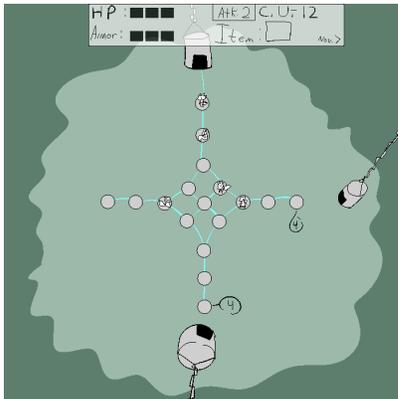
Well, allison and iso can go 1 down and have math go one left and see from there. A lot depends on what others do.

MrTT₁₀₀₃₁₀₀

Also, because we spent our CU poorly, we still die at 1 hit but cannot 1 hit kill others. The guardsman does 6 damage and we have 3HP + 3armor, 1 hit death.

redaeth₁₀₀₃₁₀₁

We have that 1-up still, thankfully



Anonymous₁₀₀₃₁₀₃

Alison miscalculated her current CU, and updates her wealth after giving Iso 6.

Alison shouts to the new person, who acknowledges her but cannot speak back. Asking if he has an extra life, he shakes his head while pointing at the guardsman.

Alison finishes heads down, Iso stays, and the mathematician doesn't care to follow Alison's orders and moves on

his own.

Mathematician says that he got 1 armor point back, but only at the very end of the round.

MrTT₁₀₀₃₁₀₅

and the mathematician doesn't care to follow Alison's orders and moves on his own.
He went EXACTLY where we told him to go.

Right, we are kinda in a pickle here. Allison has NO OFFENSIVE POWER. Next turn the guardsman would presumably be 1HP + 2Armor and she can no longer one shot him. He can still one shot her.

The mathematician is still showing himself to not be worth the effort with his ornerism and "everyone to himself" philosophy. We were stupid to waste all this time and effort and should have gone through with Iso when had the chance.

And that fucking frills guy screwed us by lying about the lives of the guardsman so that we stay and try to kill him.

Now, lucky us, this guy being chased by gaurdsman.

Whomever the guardsman attack will result in double kill, so we follow close and then go through that elevator (left or bottom).

The last elevator will be taken by mathy or newcomer, depending on who the guardsman is after.

redaeth₁₀₀₃₁₀₆

We should advance again. If we do die we should head south immediately after spawning.

O₁₀₀₃₁₀₇

okay, looks like he might be sorta mad at us. Continue to move down. If the guardsman goes for us, we can guarantee that we will finish him off THIS TURN ONLY with our two damage. That is the best thing we can hope for. After that, it is a matter of how many points he put into armor. Mathematician, get to your door.

MrTT₁₀₀₃₁₀₉

[>>407718](#)

if that happens then we are screwed.

Sure the guardsman would be perma dead, but we would be at 1 life, 1HP, 0Armor, and fighting the newcomer or mathy for an elevator.

MrTT₁₀₀₃₁₁₀

[>>407721](#)

no, see

[>>407543](#)

Alison now has Rank 3 body, 3 armor and 2 weapon. She has 2 CU left over.

Anonymous₁₀₀₃₁₁₁

[>>407721](#)

See [>>407543](#)

Alison now has **Rank 3 body, 3 armor and 2 weapon.**

Anonymous₁₀₀₃₁₁₂

Lets just try taking the elevator with Iso. We should have done that before getting distracted. The guardsman is down a life and we aren't. Progress was made.

O₁₀₀₃₁₁₄

[>>407725](#)

I am not prepared to rule out the possibility that Guardsman here has found himself a hax respawn power. Frills had no apparent reason to lie. I will not be satisfied until I don't see him any more.

redaeth₁₀₀₃₁₁₅

We're dead if either Math or Guard swings at us in any case. Our only chance to to get to an elevator 4 turns ahead of everyone and take it. If the gaurdsman chases the newcomer we chase them and hope that they elimnate each other, if he chases us we kill him and die. Then we head whatever direction the newcomer is not. You know what would be nice right now? A dodge perk.

MrTT₁₀₀₃₁₁₇

[>>407728](#)

correct assessment. Unless 2 can share an elevator.

[>>407727](#)

we didn't give frills his own 1up when he didn't pay us.

Also if he lied he increases the odds we try to finish off the guardsman.

Anonymous₁₀₀₃₁₁₉

Don't know what the Mathematician's doing. I see two scenarios: the Guardsman is going for us, or is going for the new arrival. The new arrival's obviously going for the elevator to the right.

We should advance down. If the guardsman advances to the same square, he's done for. He will have 1 HP and 1 armor, and while we'll lose a life, he'll be dead for good. But then we'll have to contend with how there aren't enough elevators for everyone, assuming more than use can't use the same elevator.

Alternative case scenario, he goes back to the central circle as a way of stalling for more armor or moves after the newcomer with the plan to try to kill him. If he goes for the newcomer, he's a goner and with reasonable likeliness so is the newcomer.

The problem comes in if he is stalling for armor regen. In that case, leaving Iso behind was a mistake, since we gimped our attack for marginally more armor.

Anonymous₁₀₀₃₁₂₀

Dang, rank 3 body, rank 3 armor, adds up to exactly the guardsman's 6 attack. We've really been getting the short end of the stick here. Of course he let us by because he thought we were easy targets, so perhaps getting the short end of the stick isn't entirely bad. But it still presents a difficult situation.

However, if the guardsman is at 1HP with no armor, we have plenty offensive power to take him out. It's just a simultaneous kill, and then we're stuck with no armor and 1hp again. We probably shouldn't buff those skills if they're so easily decimated. It turns into a sacrifice game then. Whoever you attack kills you, mutually assured destruction.

Anonymous₁₀₀₃₁₂₁

Alison and Iso should team up and chase down Guardsman. Iso jumps down to Alison's platform, then they go from there. Between them they have enough attack to get through his armor. It would mean one, or possibly both, of them would lose their extra lives, but Guard would be gone. And in the chase, Guard might take out the new guy or Math, leaving only three for three elevators.

MrTT₁₀₀₃₁₂₂

>>[407734](#)

wrong, the guardsman is at 1HP with 1armor, at the end of the next turn he will be 1HP with 2armor...

see

>>[407714](#)

Mathematician says that he got 1 armor point back, but only at the very end of the round. However, if we kill him DURING the next turn (if he jumps at us) then he wont have a chance to recover it.

Honestly the best result is if we go up and manage to enter the elevator WITH iso at the same time

redaeth₁₀₀₃₁₂₃

Unfortunately we have no idea if that would work, its probably like the portals... one person only.

Anonymous₁₀₀₃₁₂₄

Work from the educated guess that the elevators are single occupancy only. Alison jumps one spot down. Iso jumps one spot down at the same time. If Guardsman attacks Alison, then he's destroyed, and Alison respawns in the center. If Guard doesn't attack, Alison jumps one spot up to share a platform with Iso. Between them they might be able to take down Guardsman, and another, possibly Math. We'll figure out what to do from when Iso and Alison share a platform.

EveryZig₁₀₀₃₁₂₅

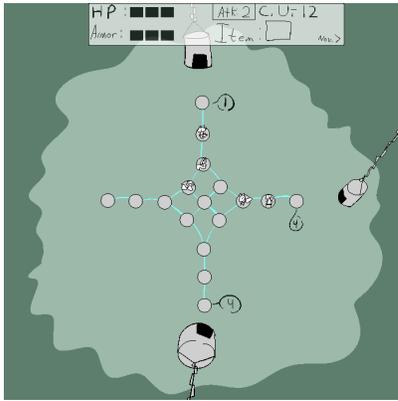
[>>407739](#)

On the stages where a specific number was not given (and where the other person survived) we have so far been able to have multiple people exit at the same time.

EveryZig₁₀₀₃₁₂₆

[>>407741](#)

Wait, that was a path rather than a portal.



Anonymous¹⁰⁰³¹²⁷

Jump down

Alison jumps down, and Iso begins heading down as well. No combat is made this turn.

redaeth¹⁰⁰³¹²⁸

Wait for Ito. The together lets chase the gaurdsman.

redaeth¹⁰⁰³¹³⁰

Ask the newcomer what weapon rank hes at.

O¹⁰⁰³¹³¹

[>>407739](#)

There is no number above these elevators, and on the turn based maps every move happens simultaneously. What we have seen so far indicates that we should be able to enter the elevators at the same instant, and we have seen no mechanic in place that would stop that.

Okay, I don't know what mathematician is planning at this point. But right now, the best likely scenario is the newcomer and Guardsman killing eachother, and everybody else walking out of here. Continue to give chase though.

I still think Ito should be sitting on his door waiting, but I'm not gonna cry about it.

redaeth₁₀₀₃₁₃₂

I wonder if guardsman already killed this new guy and thats why hes after him.

MrTT₁₀₀₃₁₃₃

Stop calling Iso Ito... Ito is the chakra guy from GFH.

EveryZig₁₀₀₃₁₃₄

On further thought, I think multi-elevator-entry with Iso and Math is worth trying at this point. The elevator has a path leading to it, so it would appear to be a tile, and moving onto tiles has a precedence of happening simultaneously.

Anonymous₁₀₀₃₁₃₅

What the... Why did Guardsman jump into the tile new guy was in? Guard only had 1 HP and 2 armor at the time. If the new guy hadn't jumped out of the way, Guard would likely have died. Unless Guard knows the new guy has less than a level 3 weapon. That's still risky; It would have delayed and hurt him enough for Iso and Alison to catch up and take him down.

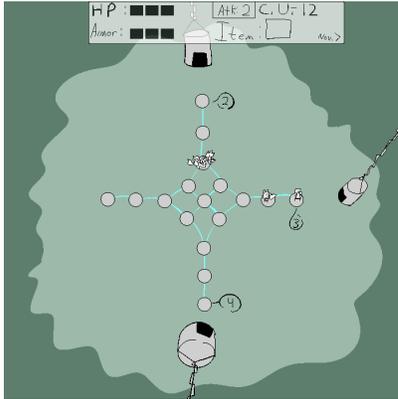
Alison, wait for Iso to catch up with you, and let Math pass if he tries to jump onto your platform. You can't afford to waste your 1-up fighting Math. If he attacks... Well, you can't do anything about that.

redaeth₁₀₀₃₁₃₆

I'm fairly certain that gaurdsman and the newcomer have fought before... and the newcomer died.

Anonymous₁₀₀₃₁₃₈

If Alison and Iso take down the Guardsman, it's most likely they'll be left with two free elevators to escape. Whoever dies and respawns goes for the south elevator; Whoever doesn't takes the east. No time to test multi-occupancy on the elevators in that case, there'll be newcomers transporting in.

**Anonymous**₁₀₀₃₁₃₉

Ask the newcomer's weapon rank

He cannot speak, and does not try to communicate with fingers or another alternative.

Alison expresses her concern over Iso following but Iso still wants to help Alison, and wants to join in. She's been indecisive, so won't press the matter. Iso hops forward to Alison's position, as does the mathematician. No attacks come this round.

redaeth₁₀₀₃₁₄₀

Proceed after the guardsman. Lets finish this.

Anonymous₁₀₀₃₁₄₁

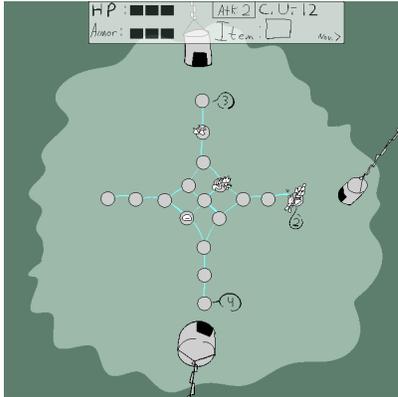
Now is the time to be bold. Finish it.

redaeth₁₀₀₃₁₄₂

EEK, I hope they do a double elimination because otherwise theres a slight problem.

The counter will let whomever survives escape leaving only two elevators. If they don't kill each other off we have only one choice.

Kill Math.



Anonymous¹⁰⁰³¹⁴³

Guardsmen use Item: Offensive First Strike!

Newcomer uses Item: Item cancellation!

Guardsmen and Newcomer have been slain!

A new newcomer has arrived.

redaeth¹⁰⁰³¹⁴⁴

Kill the new newcomer. We have no choice. Though that body makes me suspicious.

Anonymous¹⁰⁰³¹⁴⁵

Watch out for the newcomer. Either that blob body indicates it hasn't taken any body levels, and dumped everything into armor and/or weapons, or it chose to remain a blob to hide that it took levels in body. Just expect that either one of you will lose a life attacking, and that even combined your attack might not kill it.

Dirtbag¹⁰⁰³¹⁴⁶

[>>407781](#)

Just fast forward a few turns to the elevator on the right

I don't give a crap about what's happening on this floor anymore and we should just move on already.

redaeth₁₀₀₃₁₄₇

I suggest we skip the chase scene at least and get right to the combat turn.

EveryZig₁₀₀₃₁₄₈

[>>407786](#)

Agreed.

Anonymous₁₀₀₃₁₄₉

[>>407786](#)

Except we don't know if the elevators are multi-occupancy. One of the two could end up left behind when they jump, or both could waste a turn if their jump is blocked. That would leave no time to rush the south elevator and even try to attack the Blob. Even if they did reach the Blob, there's no guarantee that the both of them together could kill it.

Right now it's either attack the Blob, or, I hate to say, attack Math. If Alison attacks Math, kills him, and respawns, she could still get to the north elevator. Meanwhile, Iso rides the east elevator up.

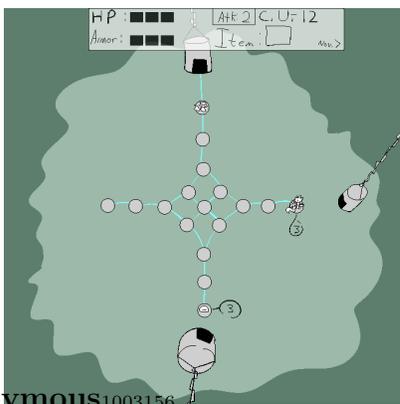
O₁₀₀₃₁₅₁

Just both get to an elevator. Sending him elsewhere would be like kicking a puppy. This is getting silly. The third of the participants who went to the race are just going to keep coming through here, we either have to fight ALL of them, or suck it up and go on.

EveryZig₁₀₀₃₁₅₂

[>>407798](#)

The elevator is a risk, but so are all the other options. With they dying and respawning there is the risk of running into more newcomers while weakened.



Anonymous¹⁰⁰³¹⁵³

Alison decides to take a chance. If she goes after the blob, she'll have to kill over and over again as more people trick in. Three turns pass, and the mathematician is free to jump in.

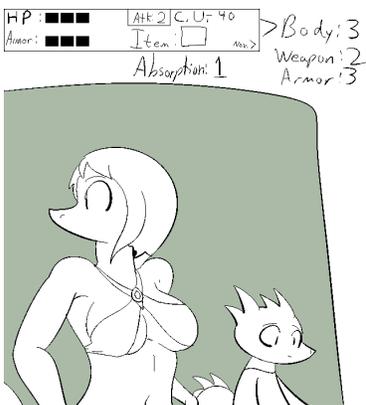
Anonymous¹⁰⁰³¹⁵⁶

son of a bitch, 1 short!
get body and armor.

MrTT¹⁰⁰³¹⁵⁷

were we unable to absorb the remains of the swords and that other guy? did they dissolve by the time we reach that point?

Don't we already have weapon 2?



Anonymous¹⁰⁰³¹⁵⁹

Another four turns pass, and a couple of stragglers come, but it's too late for them. Iso and Alison jump in.

Stage 1 Completed!

Double entrance - 56 CU reward is halved. Iso gains 28 CU! Alison gains 28 CU!

Current CU: 40

Body Rank 4: +1 HP - 22 CU

Armor Rank 4: +1 armor - 19 CU

Weapon Rank 3: +1 attack - 7 CU

- Rank 4: +1 attack - 8 CU (15 CU total cost)

- Rank 5: +1 attack, +1 optional weapon form - 17 CU (32 CU total cost)

Absorption Rank 2: ~~41 CU~~ Not enough CU

redaeth₁₀₀₃₁₆₀

rank 4 armor and rank 4 weapon.

Anonymous₁₀₀₃₁₆₁

[>>407816](#)

We weren't within one of them. We need better absorption for long range absorbing like that.

Spend 32 to get Weapon up to five. Or ask for 1 CU back from Iso (if he has an extra left over) to upgrade absorption.

If we get weapon five, can we use the alternate form to make our hair manipulation more versatile? Like creating things like hammers, monser heads, or hands with our hair?

Pillbug₁₀₀₃₁₆₂

rank 5 weapon

Anonymous₁₀₀₃₁₆₅

[>>407820](#)

We could get alternate weapon forms, but they wouldn't change their attack effectiveness, only what they could be used for in puzzles. So hair that can reshape into hammers could drive in nails, but wouldn't do any additional damage.

Anonymous¹⁰⁰³¹⁶⁶

Ask Iso about one CU

Iso says he would be absolutely willing to give Alison CU back if she's just short of something.

EveryZig¹⁰⁰³¹⁶⁷

Yeah, I guess we should get weapon 5

Chrysalis ¹⁰⁰³¹⁶⁸

Get rank 4 in Armor and Weapon. While optional forms could be fun, we really need to improve both attack and defense.

Chrysalis ¹⁰⁰³¹⁶⁹

Oh, and give Iso a hug for that, no matter what you decide.

redaeth¹⁰⁰³¹⁷⁰

Rank 4s will lets us survive a rank six hit!

EveryZig¹⁰⁰³¹⁷³

[>>407830](#)

But rank 6 is what offense specs had *this* round. They will have likely upgraded it at least once by next round.

redaeth¹⁰⁰³¹⁷⁵

Somehow we've avoided battle throughout this entire game. The only time we've killed someone is through puzzles. That kinda makes me nervous honestly and we need to be able to actually damage the people we hit. Rank two is just too low.

Remember everyone else who passed this stage just go 60 more CU

Anonymous¹⁰⁰³¹⁷⁶

The trouble with going for attack is that if you don't have enough health and armor to take your opponent's hit, you're going to die, even if you defeat them in one hit.

My first choice is to ask Iso for 1 CU, and buy body and armor rank 4. Second choice is to buy body rank 4, and weapon rank 4.

[>>407825](#)

Also give Iso a big hug, no matter what, and talk with him about what abilities he's going to choose.

Anonymous¹⁰⁰³¹⁷⁷

Rank 4 body and armor would allow us to survive a rank 7 hit. It would take a rank 8 hit to fell us. Armor seems to depreciate with each hit, but regain strength with each round not spent in combat. There has been no indication that body damage is recoverable by any means or how it works, so with our current information it seems like Armor has more defensive utility than body, whereas body can be used for added non-combat things like strength and dexterity checks, although we have not really seen any occasions where any of that could have been used or was useful.

new guy¹⁰⁰³¹⁷⁸

we seem to be avoiding conflict, but peopel are dying around us allot. i'd recommend borrowing one cu from iso and buying absorption rank 2. the main advantage of rank 2 is in the increased range.

EveryZig¹⁰⁰³¹⁷⁹

We should put at least one point in weapon; an opponent having 5 health seems moderately likely, and there is no way we are going to be able to get three attacks in.

Anonymous¹⁰⁰³¹⁸⁰

[>>407840](#)

Hmmm... With the way the combat system favors MAD (Mutually Assured Destruction) destroying both combatants, Alison just has to be near the combat zone and she'll come out on top. Even if one survives, she can still run. Yes, this sounds good. I'm changing my first choice from [>>407837](#) to getting one CU from Iso, and buying the absorption rank 2.

Anonymous¹⁰⁰³¹⁸¹

Awww yeah double entrance. We got 5 out of 4. That beats any wimpy CU reward.

Also give Iso his extra life. That shopping idea was just silly really.

Anonymous¹⁰⁰³¹⁸²

Increase absorption.

Anonymous¹⁰⁰³¹⁸³

[>>407843](#)

"Also give Iso his extra life."

What? Iso already has his extra life. Alison held on to *Frills'* extra life token, and it vanished when she exited the rest area.

MrTT₁₀₀₃₁₈₄

Those coming up on next level should have about 200 CU, which means absorb 1 gives us 20, absorb2 gives us 40. I say go for absorption 2.

We could upgrade our weapon or armor but neither will change combat from being a losing proposition.

Anonymous₁₀₀₃₁₈₅

Optional Weapon form, Poison spit!!!!

redaeth₁₀₀₃₁₈₆

Changing my vote to abs 2, we just have to actually take advantage of it. Maybe participate in the arena.

Anonymous₁₀₀₃₁₈₇

[>>407872](#)

Risky. If there's an even number of contestants in the arena, Alison would end up in a fight she can't win. Better keep it to areas where combat isn't absolutely required to win.

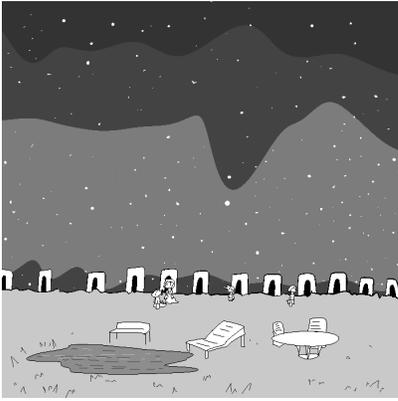
Anonymous₁₀₀₃₁₈₈



Alison gains: Rank 2 Absorption

Iso gains: Rank 6 Weapon

Both gain: 10 minutes of hugs.



Anonymous¹⁰⁰³¹⁹⁰

The ride is much shorter this time. The elevator has nothing but a place to sit on it. Iso and Alison arrive with a great number of elevators joining in. They are among the first to go out of their elevator, as Alison decides to see the stage information on the tower that is near identical to the first. The layout is much the same, except larger with more landmarks, and much more gray.

The words above the stage entrance provide the same content, including a stage name that may be as irrelevant as stage 1's was.

Stage 2 - Descent

Entrants: 104

Exits: 10

Anonymous¹⁰⁰³¹⁹¹

if you see math tell him your new numbers.

Anonymous¹⁰⁰³¹⁹²

104 entrants? 94 people have to die? What kind of sick game is this?

Anonymous¹⁰⁰³¹⁹³

also, how many fuckin lvls are in this thing?

new guy₁₀₀₃₁₉₄

just did some math, assuming everyone else went though a 20 in 4 out stage like we did, 416 people just died. the 94 people who are going to die on this stage are only a drop in the bucket in terms of casualties.

Anonymous₁₀₀₃₁₉₅

It seems odd that there are 104 entrants. It's likely that at least 3 other people went up in pairs.

Anonymous₁₀₀₃₁₉₆

...Uh-oh... I just thought of something unsettling: What if only 104 entrants are allowed in, and there are more than 104 people here, 'cause some doubled up. Better start counting up the people to make sure.

Anonymous₁₀₀₃₁₉₈

[>>407887](#)

If you do see Math, apologize profusely, and make sure he knows that Frills lied to you about Guardsman using up his extra life in the arena fight. You wouldn't have put him in such danger if you had known.

MrTT₁₀₀₃₁₉₉

its obvious that there are 100 elevators, and some people paired (or more)

Anonymous₁₀₀₃₂₀₀

[>>407900](#)

Then Alison counts the elevators to be sure. She has 30 hours, so it's not like she's short on time.

new guy₁₀₀₃₂₀₁

[>>407897](#)

I don't think frills lied. something is up with the gardsmen, he always seems to have some useful item, and he knew about the 1ud ups. I don't think he's just another contestant, something is up with him and its possible he had more than 1 extra life.

Anonymous₁₀₀₃₂₀₂

[>>407903](#)

She did absorb the Guardsman. Did she get any memories, like with Cata, or nothing but CU? It's too early to draw any conclusions, but if there were no memories, then something might be up. And if Guardsman does pop up again, I'll be shouting "HAXXXXXXXXXXXXXX" like Dr. Hax all up in here.

MrTT₁₀₀₃₂₀₃

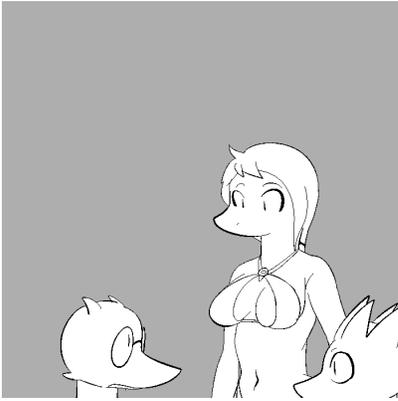
[>>407903](#)

He was killing everyone, remember when we killed our opponent a chest spawned. By killing opponents he kept on getting rewards.

Also he did perma die.

redaeth₁₀₀₃₂₀₄

Explore, look for more 1 ups, consult with Math about teaming up but this time I see no reason to wait the full time. Lets head to the next stage right away.



Anonymous¹⁰⁰³²⁰⁵

Alison feels like she's carrying around portions of the people that she has absorbed, including the guardsman. It is creepy but not unbearably so, but she doesn't believe that the guardsman was anything more than a troublesome contender.

The Mathematician is found, and they all share numbers. He has 3 body, 3 armor and 6 weapon. He says he hasn't found any special abilities, and he probably hasn't even got as many CU as Alison.

Alison apologises to Mathematician about him dying, and she didn't know he still had a one up. He handwaves that apology, saying he would die anyway, and that Alison didn't need to help him like she did. In fact, he explains he should be the one apologising for his selfishness and coldness. He saw what happened to Catatonic that made him that way, and knew he should be wary of potential allies. He will get to work on his math, he's confident he will find something out with another 30 hours.

Alison takes a quick count of the elevator, as they are all visible easily. There are 100, so there were a few that just had doubles.



Anonymous¹⁰⁰³²⁰⁶

Explore, look for 1-ups

Everyone is slowly trickling out of the elevators now in that awkward silence, but while about a dozen people move into the stage after only a couple minutes, the remaining people slowly settle down in various sections and landmarks on the island.

She doesn't find anything of use like extra lives, but around the back end of the tower, Alison and Iso find a shopkeeper. It says it will be open the entire rest period,

but there is currently a line. There isn't much business, most likely for the same reason that Alison can't go shopping. No one thought to save up CU for this.

new guy₁₀₀₃₂₀₇

screw shopping, this is the fist bit of contact we have had with anyone who is even a little bit part of the system. ask the shopkeeper if he knows anything about what is going on.

MrTT₁₀₀₃₂₀₉

Check what they offer even if you can't afford it
See if anyone else is buying

Elephant Guy₁₀₀₃₂₁₀

look for people who look like they'd talk to you. maybe while you're waiting in the line.

Anonymous₁₀₀₃₂₁₁

You know, people could possibly all get out of this alive by agreeing to wait until everyone're at the elevators and then jumping on. Of course, that'd take a fair degree of trust, and, well, only 8 people showed that trust to each other that we can be sure of so far (and that in pairs).

Might want to mention to the others that the elevators this time around allowed two entrants, possibly more.

MrTT₁₀₀₃₂₁₃

When checking the items in shop, confirm with others that they are being offered the same items and prices.

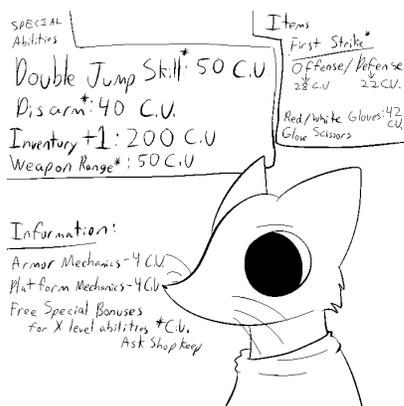
And in addition to seeing who buys what, try to see how much detail you can get about the one use items (expect to face those in next level)

>>407927

maybe try to find those who entered in pairs.

redaeth1003214

You know what, i think thats the first female we've seen other then us. Wonder why she chose human. And hey theres the blob too.



Anonymous1003215

Alison approaches the shopkeeper first.

There is a sign by the front window reading 'The shopkeeper is not an entrant, but does not know anything more than information of his own stock. Please do not badger him.'

Nonetheless, he explains what little stock he begins with. The items, he adds, will cost more in additional stages, but won't say by how much. There are a lot of people in line still, so the shopkeeper asks that Alison refrain from asking questions about item unless she is actually interested in buying, and has the CU to purchase.

Anonymous1003216



As she's looking, another person grabs her attention by way of calling 'the one in the questionable attire.' He mentioned he saw the Mathematician open a text book, and wishes to know why he is doing that. People have taken woefully little interest in the texts, this person

says.

Anonymous¹⁰⁰³²¹⁷

Ignore the entirely redundant shopkeeper. Make a mental note to find what drugs he is on and smoke the hell out of them though.

As for this person, tell them that the only not specifically necessary thing in this entire environment seems to be the books. Ergo they are probably more important than people think they are.

new guy¹⁰⁰³²¹⁸

"he's trying to figure out the formula for calculating cu costs for upgrades. he also seems to just like math"

redaeth¹⁰⁰³²¹⁹

Weapon range... Weapon Range! Oh god we have to save up for that. My guess is its a skill line so itd cost even more CU to actually get it but it'd be sooo worth it. Ditto with the double jump.

Math is looking for a way to predict later costs CU costs, however there is another reason to read... so far the texts are the only clues we have that there is something beyond seeking each others deaths.

Anonymous¹⁰⁰³²²⁰

Books have a lot of interesting things in them.

yes we must save up for weapon range!

Ask the shopkeep about WEAPON RANGE

MrTT₁₀₀₃₂₂₁

Weapon range cost 50 CU, we have 0 CU.

There is no point of asking about it.

Also there is no explanation needed since its function is obvious.

Also remember the 50CU only buys ability tree, it does not actually grant the ability. A contestant with range and absorb would be a terror on the battlefield though

redaeth₁₀₀₃₂₂₂

Remember the double jump that would have cost 150 CU for level 1? Ya I think weapon range will be similarly priced.

Even so it's something that everyone is going to want. There might even be someone who spent the last level saving up for it. so we should definately stick two steps away from everyone now.

Anonymous₁₀₀₃₂₂₃

Tell the man that the books are interesting, and are the only hint of there being more than what is immediately here. The Mathematician reads them for math's sake, and to get insight into the cost system, but you enjoy other kinds as well.

Also, find where these text books are and read some more.

Don't pester the shop keep further. no matter how interested we are in buying things, we lack the CU for it.

Anonymous₁₀₀₃₂₂₄

See if you can climb into the shopkeep's kiosk!

Anonymous₁₀₀₃₂₂₅

Say that Math is currently working on predicting ability costs, based on previous prices. However, that's just part of getting to the bottom of the mechanics of this world. Once he gets enough data, he might find a loophole, or a way to exploit the system, that would let us save many, many more people.

While Alison doesn't have enough to buy any items, she might be able to scrape together four or eight CU from Iso, Math, or the other people in line to buy and share the platform and armor information with everyone.

"Red/White Gloves?" For 42 CU? Why is this guy selling cosmetic items, and for such a high price? Do they do anything else?

Anonymous₁₀₀₃₂₂₆

[>>407987](#)

Oh, and also mention that Math is looking for more data from others' experiences to complete his work, and would be grateful if you'd share yours.

**Anonymous**₁₀₀₃₂₂₇

Climb into the shopkeeper's kiosk.

The shopkeeper says that is funny, except Alison isn't the first person to try it. He says she is welcome back here, but all of his stock is on himself, and there is nothing inside of here except for walls.

Someone outside tells the shopkeeper to just give a rundown of everything and they won't start acting out of line like Alison. The shopkeeper relents, and shouts out the answers to questions he says everyone so far has been asking. The prices for abilities only give access to the skill lines. Except for the inventory space; purchasing that will give the additional inventory slot immediately. All of the prices are the same for everyone, and the gloves are duel items. White gloves require consent to the challenged, but

can be used anywhere including safe zones. Red glove duels can't be denied, but can only be used in stages at a range of 5 tiles. Glove scissors can be used to cancel a red glove duel.

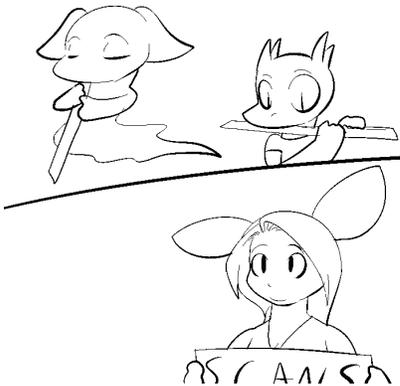


Anonymous¹⁰⁰³²²⁹

Alison moves back out to the one interested in the books, and mentions that those books seem to be the only non-necessary thing in the environment. So they may, ironically, be more important than people think. She explains the mathematician's motives, as well as his simply enjoying it.

He nods, saying he would like to meet the mathematician. He wants to learn math as well, and figures it may be good to study it together. For him, however, he wants to enter the engineering book, and is merely using the math as a stepping stone.

The Engineer and Mathematician are introduced, and they appear to get along, if not overly friendly to one another.



Anonymous¹⁰⁰³²³⁰

Look for other people who would talk.

Iso had wandered off, and appears to have made another friend who also plays music.

Not far off, there is a girl who appears to be selling scan's for 3 CU a pop.

No one else stands out to her immediately, but there are lots of other people, and she may be able to find just about any type of person at this point.

Anonymous₁₀₀₃₂₃₁

Ask the girl what scan does, exactly.

Dirtbag₁₀₀₃₂₃₂

[>>408003](#)

They let us choose to know about either a persons currently held items or their abilities for a price that changes per stage completed.

This woman may be making a profit or merely wishes for information that others will front the cost for in exchange for sharing that information. Asking her to scan other people for you is going to offend those people, so beware, as they can take it as an aggressive action with subterfuge as a motive. Be so kind to warn the girl, she's making enemies by letting them know she can freely get information on them AND make a buck for it.

Anonymous₁₀₀₃₂₃₃

"3 CU a pop?" Isn't that price below cost by now? Is she another one like the shopkeeper? Might she be running a scam, taking CU and giving out phony information? Do ask her where she got the poster board and marker to make that sign, though.

Go around, starting with the people in the shop line, and ask if they'd be willing to go in together on buying the armor or platform mechanics information, if it's shared with everyone. If you do get enough CU, write the information on one or more signs, for everyone to see.

Keep an eye out for people who are sticking together like you and Iso. The others who came up the elevators together might be willing to form a cooperation or non-aggression pact with you and Iso, if you all help each other escape the next level. Also shop that around to the more sociable or weaker looking individuals.

Anonymous₁₀₀₃₂₃₄

>>408002

Iso must sound amazingly good now that he has a level 6 flute. Did he choose an alternate instrument form at level 5 as well? Perhaps a string instrument, just to change things up. Or a shapeshifting instrument, for maximum flexibility.



Anonymous₁₀₀₃₂₃₅

Alison can't help but mention to this girl that she's going to be making enemies by showing she get get information, but also giving out anyone's information for a buck.

She assures Alison that she knows the risks, but also knows that most people already are enemies to begin with. Even moreso, now, with what is turning into a 10% survival rate. In fact, she'll admit that it only costs her 2 CU to cast scan, and she can find 2 statistics, what items they have, or what non-standard abilities they have acquired per use. If she lives next round, she might be able to purchase a special perk to this ability, one that also lets her know how many total CU a person has to a plus or minus 4% error zone.

Where did she get a sign and marker?

There is a shack on the other side of the tower from the shopkeeper, it has lots of mundane items.

Collect CU to buy platform/armor information

The Scanner says that she would gladly put in a couple of CU's for that purpose. Alison is sure Iso would as well, and perhaps the Engineer and Mathematician likely would follow.

Iso's level 6 weapon, new form

Iso's flute can also change into a violin now.

Anonymous₁₀₀₃₂₃₆

OK engineer and mathemetician that's good. Figuring out what they're actually doing might be better. I was hoping you would find a [SECRET AREA] in the kiosk, not steal the

shopkeeper's stuff. Plus you can never go back there in video games ohmygoshsquee.

At those prices he's probably way above anybody's level to beat up. Which makes you wonder why he's sticking around here instead of fighting to the death in more unfair elimination rounds. I mean call me crazy, but seems like getting out of this trap is a higher priority than selling pointless upgrades to people who wouldn't have survived to get here if they had had the CU to spare.

Anonymous¹⁰⁰³²³⁷

[>>408012](#)

It's 'cause he's part of the world system, and not a player in it.

Anonymous¹⁰⁰³²³⁹

Wish her luck in the next round, check out the mundane supply area!

Should we offer to tell her our stats if someone requests them to save her the 2CP as a friendly gesture?

Anonymous¹⁰⁰³²⁴⁰

[>>408013](#)

That there is a huge assumption.

Anonymous¹⁰⁰³²⁴¹

Ask if she'd be willing to form a cooperation pact with your group for the next level. We'll try to get each other through the trials together, and jump out with each other, like you did last level with Iso. Anyway, wish her luck.

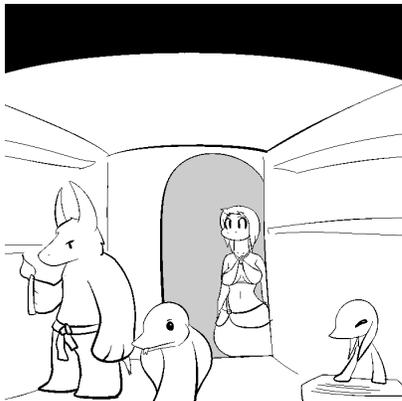
See if you can scrape together one or two more backers for your information buy, just

so you're not leaning on your buddies so much. Check out that supply shed, and any other buildings, for more books, or anything else of interest. Math and Engi will likely want to know about that shed for the writing and paper supplies, and tell them about Scanner's deal. They might want to check the stats on a particular person for data for their work.

Anonymous¹⁰⁰³²⁴²

[>>408021](#)

The Shopkeep has an alcove in the tower, and a pile of abilities that integrate with a player once a level ends, plus items that haven't been seen before. It's monumentally unlikely he's a player like the others.



Anonymous¹⁰⁰³²⁴³

Check the mundane item shack

She locates it, and most things have been ransacked by now, but she could likely find any writing utensils or tools and many other objects. Each of those objects will take one of three slots in her novelty item list. She can carry around more on her physical form during the safe zone time, however. For now, she can search for more specific objects if there is one that she had in mind.

There are people here as well, and she is able to get three people to give up some CU in a collective pile for buying the mechanics together.

Anonymous¹⁰⁰³²⁴⁴

if there are books, get one.

Anonymous₁₀₀₃₂₄₅

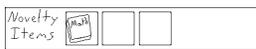
Look for a flashlight!

or a screwdriver!

Anonymous₁₀₀₃₂₄₆

First, search around for any more books, then see if there's a box or other container you can use to carry things in, or materials to make a crude container. Failing that, you can carry some items in your mouth, and your prehensile hair, if it's a large item.

Collect some pens or markers, some thick, large pieces of paper for posters, some blank paper for Math and Engi, and maybe adhesive tape or glue. See if you can slip additional blank paper between the pages of your books.

**Anonymous**₁₀₀₃₂₄₇

Alison didn't find any more books, but everything else is manageable for now.



She has **one screwdriver, flashlight, a couple of empty notebooks with pens for writing, one bucket,** and nothing else. She has one spare math book and only 2 empty slots, so she will carry around everything in her hands and hair until she decides what to pocket.

Iso has enough spare CU that he's willing to cover what can't be covered by the rest of the pool, so Alison will be able to buy the mechanics after she makes a quick stop back for business with the Scanner.

Ask Scanner about offering own data in favor of if someone asks about her.

She says that her second customer asked about Alison already, before she met her. Alison asks why she didn't say anything, the Scanner says it didn't come up.

Upon asking, the Scanner also has spare posters and markers that she would be willing to spare, as she only wanted to make the one for scans.

Also if she would be willing to form a cooperation party.

Scanner would be willing to cooperate within Alison's party, because she saw how Iso and her got out of the same elevator. She asks if that really worked without any problems, and there wasn't any catch?

redaeth₁₀₀₃₂₄₈

Answer truthfully. Reduced CU. But it was worth it to have both of us survive.

Anonymous₁₀₀₃₂₄₉

Put everything you found in the bucket, then put the full bucket in your inventory space!

As for the elevator, we weren't sure if it would work at the time but the only "catch" seems to be that the CP reward is split between two people, right?

Anonymous₁₀₀₃₂₅₀

[>>408055](#)

Add that working together doesn't always result in lowered CU, as sometimes you'll be able to legitimately get open spaces for everyone, but when it has, it meant both of you survived when one shouldn't have.

Anonymous₁₀₀₃₂₅₂

Admit that the CU reward was split between all parties in the elevator. However, between Alison's absorb ability and Scanner's scan, we'd have a good chance of collecting enough CU in the level to offset the loss at the end.

Do ask what that second customer looked like, if Scanner doesn't mind saying. I'd bet it's Frills.

[>>408054](#)

"She has one spare math book and only 2 empty slots"

Didn't Alison put two more books in at the last rest area? A physics and an engineering book?

redaeth₁₀₀₃₂₅₃

I believe she gave those to Engineer.

Anonymous₁₀₀₃₂₅₄

[>>408064](#)

Double checked [>>408001](#). Alison didn't actually give Engi any books.



Anonymous₁₀₀₃₂₅₅

Didn't Alison put two more books in at the last rest area?

A physics and an engineering book?

Yes, there they are. She will lend or give them to the engineer and mathematician.

She tries putting the items in the bucket, then pocketing it. It sticks in her hand, and doesn't work. Go figure.

Tell her the truth

Alison says that the stage's CU reward was split between her and Iso. Working together doesn't necessarily mean that, though, as sometimes there is enough room for everyone.

She says that she will consider it.

Who was the second customer?

Frills, the Scanner says. Customer confidentiality is not a concept to her.



Anonymous¹⁰⁰³²⁵⁶

Alison gathers everyone, and Scanner, Mathematician, Engineer gives 3 CU, the three strangers give 3 more CU, and Iso and his musical friend gives 2 CU. With that, the shopkeeper hands Alison two booklets on the subject. He warns her that without spare inventory space, someone could force it out of her hands if they have a higher body stat, but in such a group, it is safe enough.

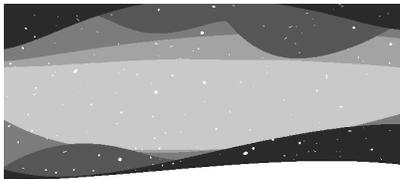
and peruse the booklets.

[>>/questdis/362024](https://questdis/362024)

They spend a few minutes to settle down near a lake,

redaeth¹⁰⁰³²⁵⁷

That was CU well spent. Thank everyone and have whomever has free space hold them. Preferably those in our inner circle. (Math, Ito)



Anonymous¹⁰⁰³²⁵⁹

Alison thanks everyone, and what almost turns into an argument of who gets to keep the book is stifled when the engineer uses some paper to make copies for everyone who wants one.

Alison turns to wandering around the island for a brief period without event, until the Mathematician calls Alison from a seat. He says that he does not have an equation of yet, but he thinks that weapon ranks will begin costing more than armor, and eventually someone would need to spend more CU to get a certain rank in weapons than the same rank in armor. He doesn't know when, perhaps around rank 10 or 15. With the body stat, it will not be long before people will

be able to live through 2 hits regularly.

He will try to think on this more, and he is confident that he will have a graphs soon, though maybe not for all three main abilities before the 30 hours are up. He isn't excited about the news, and Alison isn't sure why.

Perhaps it's because, if it is meaningful to them at all, then it is because they will eventually have ranks in the double digits. And that means that they have a ways to go.

Alison can't think of much else to do here. She'll take a moment to think of anything else that she may have forgotten, but will mostly decide on whether or not to enter the stage immediately to get it over with, or just try and relax through the safe zone timer.

redaeth¹⁰⁰³²⁶⁰

We might as well go.

If we encounter Frills remember to kill him, hes lied to us and asked for our stats.

Anonymous¹⁰⁰³²⁶²

time to chillax and get your hug on, you never know if iso or any new friends you make will always be there. You should spend as much time with them as you can.

Anonymous¹⁰⁰³²⁶⁴

Wait on leaving. You might have a business opportunity with making copies of those platform and armor mechanics booklets, depending on whether you want to risk angering your original backers and letting more people know the underlying mechanics.

You could make copies of the booklets and sell them for 2 CU each. Set up in front of the exit gate. Keep the originals to show to anyone who wants to confirm that your copies are legit. Lower the price to 1 CU each at the 10 hour to go mark, then 1 CU for both at the 5 hour to go mark.

redaeth¹⁰⁰³²⁶⁵

One way to prevent such a thing from annoying them too much is to pay back your backers plus maybe 1-2 extra.

Anonymous¹⁰⁰³²⁶⁶

[>>408098](#)

Sorta depends on how much they wanted to keep the mechanics details from getting out more or not. Best to gather them together, run it by them, and figure out how they want to split the profits. Can't split CU, so an splitting it eight ways would be difficult.

Anonymous¹⁰⁰³²⁶⁸

[>>408091](#)

Is Math doing all his calculations by hand? That's going to get problematic later on. Can you check the shed for a graphing calculator, or suggest that Math go check for one?

Oh, and did you offer the engineering and physics texts to Engi? That'd free up space for you to pocket the booklets.

redaeth¹⁰⁰³²⁶⁹

We should ask the Mathematician what is bothering him too.

One other thing we should do is consult with everyone as to what type of events they are going to pursue so we know where everyone is.

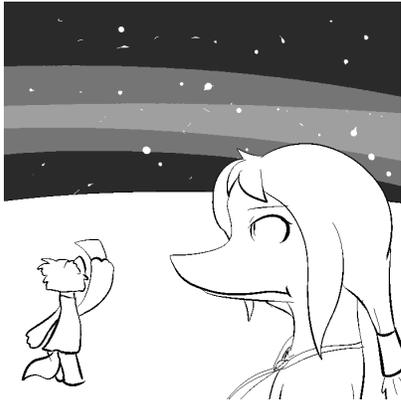
Some Speculation: Its extremely likely that the choice won't be wits / race / arena but instead something different. With so many competing there might even be 4-5 choices or you don't even get to choose.

Anonymous¹⁰⁰³²⁷⁰

[>>408107](#)

How about saying to choose the least combative route, so as to have the greatest chance to end up facing off against each other.

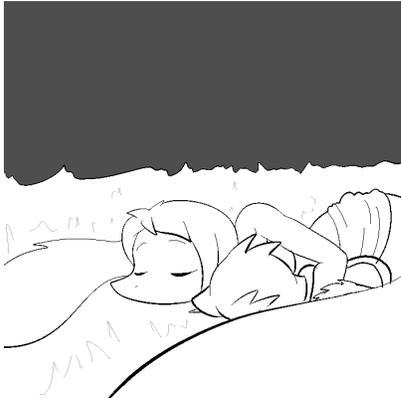
When Alison and Iso do go through the gate, either have Iso climb on Alison's back and hold on, or Alison hugs him to her chest and steps through. Then we'll see for sure if it'll separate entrants.

**Anonymous**¹⁰⁰³²⁷¹

Sell the information for 2 CU, undercut the shopkeeper

She still works hard to keep things friendly, so she lets them know her plans. As long as their cuts are as even as possible, they say, they don't mind. Some harsh threats are involved from the big guy, backed up by the small beady eyed one should Alison ditch them, but even they say that they won't raise a stink if it's impossible to split the CU evenly. Alison makes good on her word. The shopkeeper also says that this is legitimate by him, so she sets up shop by the shopkeeper.

In the end, everyone makes 2 CU. It would have worked well until some other loud-mouth jerkface buys it and then shouts the details out for everyone. She makes a note that there must be a demand for red gloves that can be used in safe zones, but she's glad there isn't.



Anonymous¹⁰⁰³²⁷²

Alison lies down with Iso. It isn't as though she is here by choice, either.

Before long, she falls asleep with Iso. It never occurred to her that she even could sleep, although she doesn't need to. Fuzzy images of dreams occur, even, but nothing concrete, nothing memorable, but very new.

Anonymous¹⁰⁰³²⁷³

Hours pass, and she wakes up to finish her business.

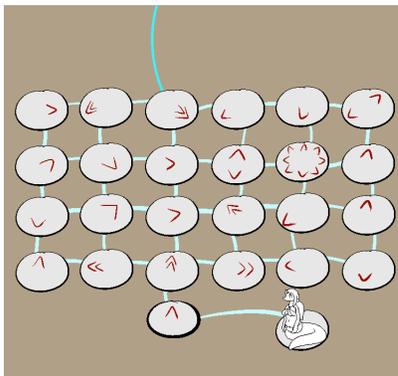


Math by hand, and what is bothering the Mathematician

There are no calculators around, unfortunately, so the progress is slower as a result, although he is still performing simple enough math that it isn't excruciating. As for what is bothering him, he simply says that the low survival is getting to him, and he is speculating more than he should by what happens to those who die, if anything. He says he doesn't want to talk about it, and wants to distract himself with math.

Alison and the others discuss the choices, should they receive one like stage one. It is settled that they will choose the least combative route. With little more to talk about, the rest of the hours go by uneventfully before it is time.

The Mathematician finds out the armor formula shortly before the safe zone timer runs thin.



Anonymous¹⁰⁰³²⁷⁵

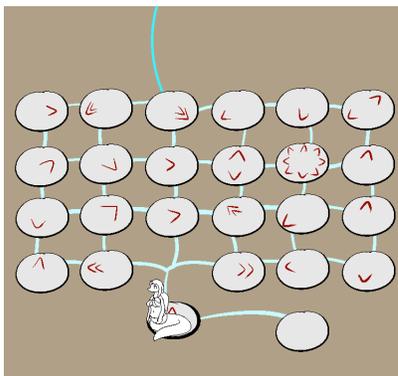
Hold Iso as they enter the stage portal

They do so, but Iso dissipates right in her grasp, and she is alone.

The Engineer will carry the spare books. Alison will carry the empty bucket, screwdriver, and flashlight. Iso will carry the stationary.

Stage 2 Begin

Alison begins on a non-arrowed platform. There isn't much to do but jump forward.



Anonymous¹⁰⁰³²⁷⁶

And so she does, but when she lands, something else happens.

Anonymous¹⁰⁰³²⁷⁷

is this a tutorial lvl? i see no reason why you can't just go straight up

Anonymous¹⁰⁰³²⁷⁸

What the... Is the world dicking with you now...

Jump back to your start platform and see what happens. Alternately, try jumping northward, and see if the light carries you over.

redaeth₁₀₀₃₂₇₉

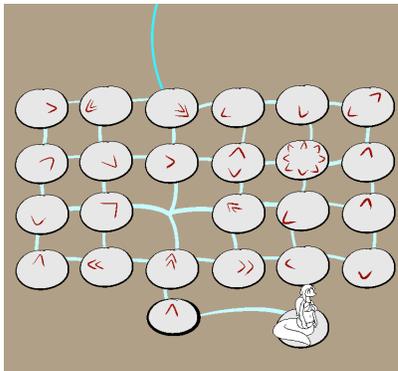
Jump back to the blank spot then back on to this one. Hopefully that will replace it. If that doesn't work try hopping forward despite the missing platform. Maybe the wires will carry you onward anyway.

MrTT₁₀₀₃₂₈₀

wait 1 turn.

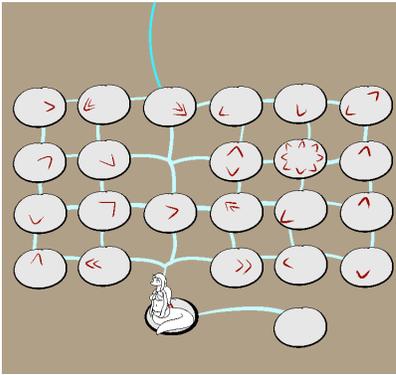
Anonymous₁₀₀₃₂₈₁

Go back to start, then back to this space.



Alison hops back to the start.

Anonymous₁₀₀₃₂₈₂



Anonymous¹⁰⁰³²⁸³

Then back again. The platforms disappear or reappear the exact instant that she lands.

O¹⁰⁰³²⁸⁴

hold position a turn

Taffer¹⁰⁰³²⁸⁵

[>>408144](#)

Ah I see. The arrows indicate which platforms will be gone and the number of platforms will always double. Bugger.

Move up.

Anonymous¹⁰⁰³²⁸⁶

[>>408149](#)

"Move up?" To where? There's no platform.

Wait a turn, then move up.

I have a feeling that if we're not careful, Alison could end up killing herself here.

Terrec₁₀₀₃₂₈₇

Wait a turn.

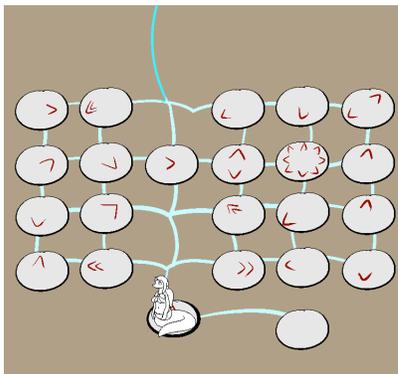
Anonymous₁₀₀₃₂₈₈

oh. It looks like the platforms create waves of disappearance.

I'm betting if we wait a turn, we'll have two vanished platforms in a row.

From there, I'm betting the disappearance will bounce, and, hopefully, when two vanishment waves meet, they'll cancel out.

By my theory, it's safe to head forward, but I suggest waiting one more.



Anonymous₁₀₀₃₂₈₉

Anonymous₁₀₀₃₂₉₀

Move up.

O₁₀₀₃₂₉₁

okay, basic operational theory confirmed. proceed forward.

Anonymous₁₀₀₃₂₉₈

Hold position to see if double up makes both two gone, or just the second one gone.

redaeth₁₀₀₃₂₉₉

I'm a tad worried it might reflect on us.

Anonymous₁₀₀₃₃₀₀

Waves cancel out each other, and arrows overwrite. Go not left

Anonymous₁₀₀₃₃₀₁

OK, the disappearance wave dissipates at the edge, and doesn't reflect. It was only emitted when Alison was standing on the wave generating platform. Unless waves generated from double arrow platforms behave differently.

Jump to the right.

redaeth₁₀₀₃₃₀₂

Ya, lets go right

Anonymous₁₀₀₃₃₀₃

Right, up, up, up, left, up. should get us out safely, regardless of any bouncing or cancellation theory.

O₁₀₀₃₃₀₄

but... but... left... left is our friend. left would never hurt us.

Anonymous¹⁰⁰³³¹¹

Looks like the double arrow vanished the platform two spaces away.

Jump northwards.

(I'm seeing why that double-jump ability cost so much. It would make these puzzles much easier.)

Anonymous¹⁰⁰³³¹²

how the FUCK do we go up a third time? the second up puts us on a up and down remover.

Anonymous¹⁰⁰³³¹³

[>>408184](#)

Huh. This has to be a tutorial level. If the arrows don't bounce this level is either a trap to slow down people, or a tutorial for a combat zone, as there is no threat here.

[>>408185](#)

It could have killed someone on this map. (and with no reflection, is the ONLY way someone could die here) They hit square one, the one above that disappears, so they jump up two, which is now gone, and die.

Terrec¹⁰⁰³³¹⁴

[>>408181](#)

Okay. Go left, then head up and onward. I want to confirm whether double arrows proceed at one or two platforms per turn after they're set off.

Anonymous¹⁰⁰³³¹⁵

[>>408189](#)

If we stay going up, not only will we be able to check a double arrow platform, but a multidirectional one as well.

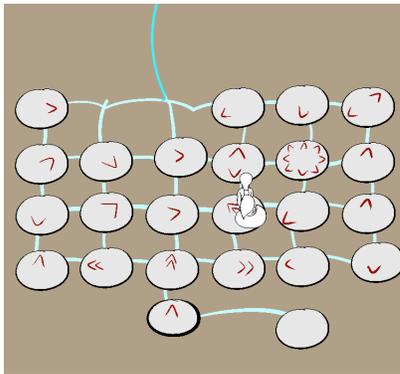
redaeth₁₀₀₃₃₁₆

I bet next stage we'll be killing people with these.

Anonymous₁₀₀₃₃₁₇

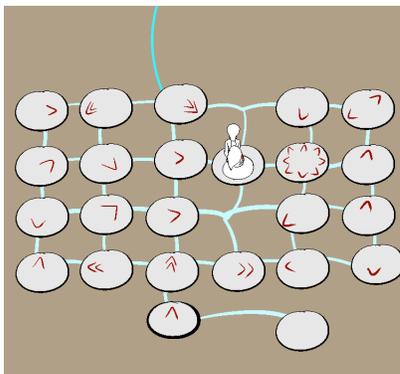
[>>408187](#)

Ah, good point on the double-jump. I did not think it through far enough.



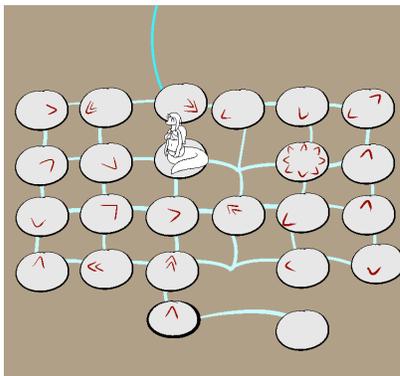
Up

Anonymous₁₀₀₃₃₁₉



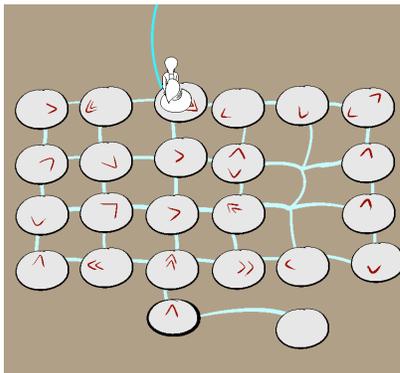
Up

Anonymous₁₀₀₃₃₂₀



Left

Anonymous₁₀₀₃₃₂₁



Up

Anonymous₁₀₀₃₃₂₂

Alison reaches the last platform, and can either stay here to do another experiment, or leap to the next area.

redaeth₁₀₀₃₃₂₃

Lets proceed, we wasted 4 turns testing it all out.

Anonymous₁₀₀₃₃₂₄

i see no points in staying here. up.

Kalt₁₀₀₃₃₂₅

[>>408197](#)

Next area!

Anonymous₁₀₀₃₃₂₆

I'm unclear on the behavior of the double arrow platforms. Do they create a disappearance wave that moves at double speed, or do they create one what moves at regular speed, just starting from the second platform out in the direction the arrows are facing?

redaeth₁₀₀₃₃₂₇

Hard to say with such a small board.

Anonymous₁₀₀₃₃₂₉

[>>408202](#)

If Alison jumps down one spot, then the wave she created from the double-arrow platform she's on will tell. If it's double speed, the platform in the lower right will remain solid. If it's regular speed, that platform will vanish.

MrTT₁₀₀₃₃₃₀

I wonder if there was a prize for concurrently removing a certain/all platforms... oh well. Can't dawdle, only 10 open slots, go up.

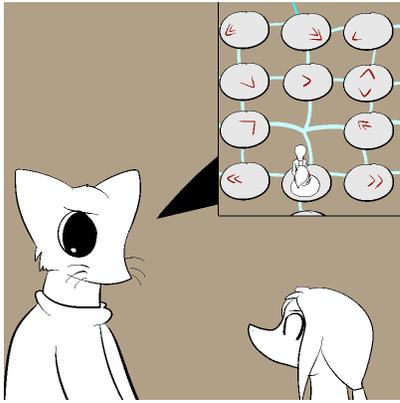
Anonymous₁₀₀₃₃₃₂

[>>408201](#)

[>>408204](#)

[>>408205](#)

Right. Enough dawdling. Head up and exit. We'll figure out the double-arrows later.



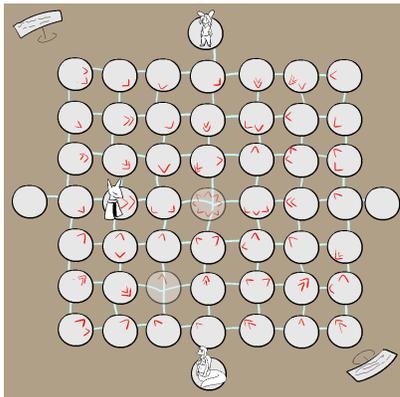
Anonymous¹⁰⁰³³³³

Before she jumps to the next stage, the shopkeeper pops up in midair. He explains there was a little uh, faulty platform. Turn 6 was supposed to look like how he describes, because two disappearance waves collided together there, and two waves hitting one another will cancel each other. He will outright say that double arrows make the disappearance waves move at double speed, but even if they cancel, like was supposed to happen there at the right arrow that is 2 ahead of Alison, the waves aren't removed permanently, and will continue moving as normal after that turn. In that case,

the double arrow up would move off the grid and go away after that turn, but the single up arrow would continue up and make the next upward one disappear, so everything else is correct. Usually little misbehaving platforms like that like that won't be addressed like this, but that could have been a very unfair one.

He apologizes for that, and assures that if there is a mistake that kills her like that, the system will fix it. He disappears before Alison can say anything more.

He sounded legitimately apologetic, but that is still not a very good sign.



Anonymous¹⁰⁰³³³⁵

She jumps to the next area.

Both signs read 'Elimination Stage: The exit only appears when two opponents out of four are slain.'

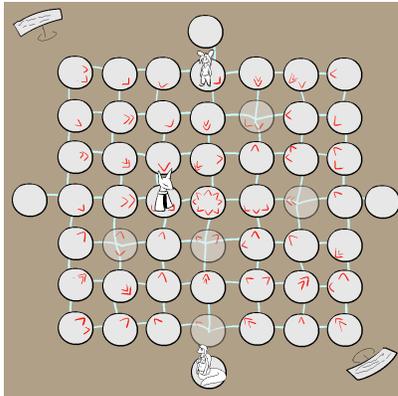
Yet, one supposed entrance is empty, The Scanner arrived at the same time as Alison, one person appears to have moved twice already, and Alison is tired of platforms. Lastly, it appears that instead of fully disappearing, platforms are simply turning transparent instead.

Anonymous¹⁰⁰³³³⁶

I'm assuming they're turning transparent so people can know what's what.

For this turn at least, we have to stay still.

Then we should move before he triggers the big 8 way platform in the middle that'll probably be able to kill people in the spawn platform.



Anonymous¹⁰⁰³³³⁸

Stay still

The cloaked one hisses, for lack of a better word, at Alison's option to stay still.

Terrec¹⁰⁰³³³⁹

There's no way he's dumb enough to go onto the center platform, so let's move up-right onto the double up-left.

Anonymous¹⁰⁰³³⁴⁰

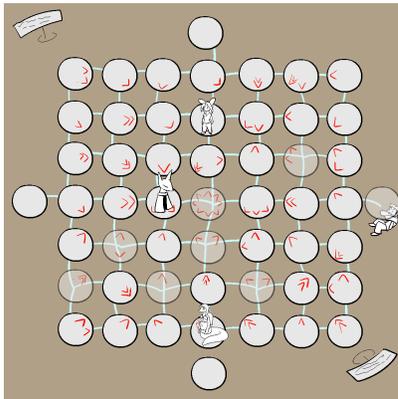
"Oi! You guys already kill off a contestant?" to the scanner. And now way out but up!

Anonymous¹⁰⁰³³⁴¹

I noticed we lack a movement path to go up. Is this a visual error, or can we seriously not move?

If it's the former, move up. Now that it's safe, we need to get out of here asap.

If the latter, uh, stay still and hope for the best?



Anonymous¹⁰⁰³³⁴²

Alison calls to them, asking if they had killed an opponent. Right then, a man teleports onto the right end as the double right arrows reach his platform.

The cloaked one says yes.

Anonymous¹⁰⁰³³⁴³

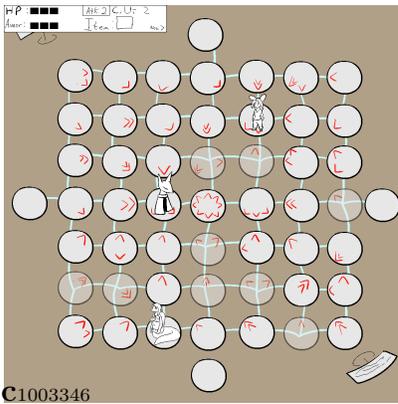
We can't move up, and he has us caged in as long as he stays there. I say we move left.

Terrec¹⁰⁰³³⁴⁴

Now that was really unfair. At least we didn't know him...

A note for those that haven't figured out the logic behind my last suggestion: Platform movement involves moving along paths until we reach a platform. This means we can actually skip over vanished platforms.

I want to save that until we can try to catch him off-guard, though, so let's move left. And we should consider having The Scanner scan either his Body and Armor or Armor and Weapon.



Anonymous¹⁰⁰³³⁴⁵

Go left

The scanner says that he has no special abilities - he doesn't even know how to talk or understand!

Terrec¹⁰⁰³³⁴⁶

he doesn't even know how to talk or understand!

But... but... but he *just said "Yes"!* **(Probably) In response to us!**

Move up, and if that statement doesn't get retconned ask Scanner to move back to the left.

Anonymous¹⁰⁰³³⁴⁷

obviously he has a scan blocker.

Anonymous¹⁰⁰³³⁴⁸

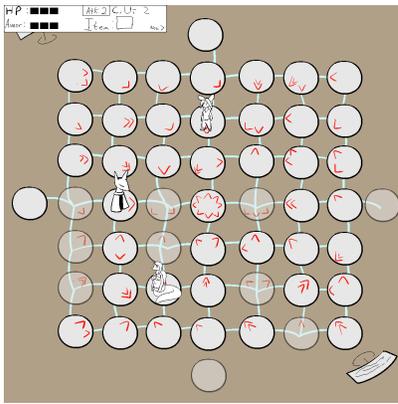
She can't think that's accurate. Did she not notice him doing just that moments ago?

Anonymous¹⁰⁰³³⁴⁹

He clearly understands speech and can talk. He has a scan blocker.

We are already working with Scanner, we should not give verbal commands unless we have a way to get him into an inescapable trap.

Move up. I'm worried he'll go right, and if he stays in the center, he's almost untouchable. Hopefully he won't realize the 'almost' until it's too late for him.



Anonymous¹⁰⁰³³⁵⁰

Alison yells back that he *just* said yes.

The Scanner stops a moment, admitting that that is correct, nearly forgetting to move herself. She lets out some kind of vivid expletive.

Alison moves up, and asks the Scanner to move back to the left. He is silent, now, but did move back left regardless of whether or not he did so because of her words.

Anonymous¹⁰⁰³³⁵¹

move up. cancel the wave going towards scanner's side.

Terrec¹⁰⁰³³⁵²

Hmm... We're probably going to have to take some gambles to catch him. Tell her to move towards the center, and that we'll make sure he's off that platform two moves from now. Then move up-left.

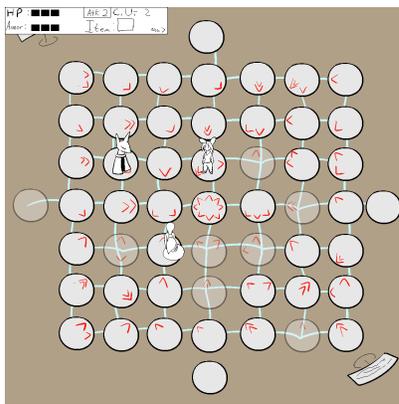
Anonymous¹⁰⁰³³⁵³

move up and ask scanner to move down

Anonymous¹⁰⁰³³⁵⁴

[>>408239](#)

Your crazy moon man logic is failing you. Even if we could reach it, the platform up and left is about to go away.



Anonymous¹⁰⁰³³⁵⁵

Up

Alison asks Scanner to move down, which she does.

The scanner says this is taking too long! She proposes that they simply attack him.

Terrec¹⁰⁰³³⁵⁶

[>>408241](#)

My crazy moon man logic is working *perfectly* thank you very much. Had we used my plan, he would have probably stood there and then either moved to attack us or moved left to remove our target platform. The platform The Scanner'd have to move to to reach the center, on the other hand, has a double down-left, which would have canceled the incoming wave.

Say that you'll do it, but that first we'd need to maneuver him such that we could both reach him at once. Tell her to stay where she is now and then move up.

Anonymous¹⁰⁰³³⁵⁷

I don't think we should move up. Especially if we're telling scanner to stay still. If either of them move towards each other (like if he decides he'd rather try and take Scanner out before we can gang up on him), we'd die. Though if two people standing on a platform activates it twice like it did with Cat, if they both move towards each other, they won't send out any waves.

also, the panel to the left of us shouldn't be transparent. It has two active waves on it: Scanner's current one, and her wave from 2 moves ago.

Anonymous¹⁰⁰³³⁵⁸

attacking is too risky, particularly if we can't trust his scan results. But scanner should be able to safely take the center platform if alison moves left.

redaeth₁₀₀₃₃₆₁

We have to trick him.

Tell her that you should then meet up to take him out so she should move down while you move south, instead gesture to her while Cloak isn't looking to actually go north or west. Perhaps shake your head while speaking then point in the direction you want. Hopefully he will move to take her out. Head east. That should kill him.

Anonymous₁₀₀₃₃₆₂

[>>408242](#)

Say that we won't blame her if she does, but that attacking people at this point is generally a bad move, as it often results in mutual death. Be patient.

As for where to move next... hmm. Say that you're going to move up and she should wait **there**, but point to the center tile out of the cloak's view but where she can see it. Then move left instead. The cloak will most likely move right to attempt to drop you, and the scanner will have dropped him then. If the cloak doesn't move right, the only thing we have to worry about is him moving down, which we can block by moving left. The mechanics might be muddy as for someone generating a wave while also being dropped by someone else's wave, but I think that if someone is standing on a surely-solid platform then their wave has higher 'priority' and thus would go first.

I suppose you could say that after the jump, any newly generated waves 'contest' a platform's solidness. At this point all uncontested platforms generate waves. If any contested platforms are eliminated, the process repeats. Otherwise, all contested platforms generate waves simultaneously. In that way, Alison would drop the cloak since her platform is uncontested.

The alternative is that the cloak's platform goes transparent when the waves are resolved and drops him, but still generates a wave. That wouldn't really make sense. It'd be nice for us, though.

The only problem with this method is... well, look at the two tiles adjacent to us on the up and right. They're pointed at each other. If two players jump on them at the same time, what happens? With the method I just described, they'd both drop, and the transparent

platforms would've generated waves.

redaeth¹⁰⁰³³⁶³

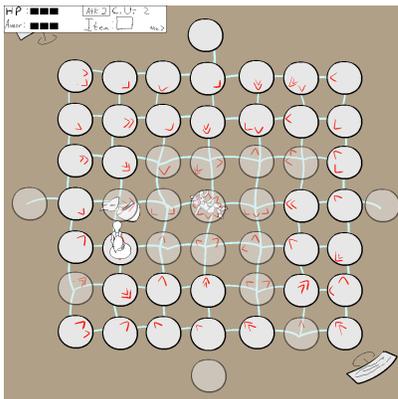
If he moves down and so does Scanner then Scanner drops. This game is all about simultaneous deaths.

Anonymous¹⁰⁰³³⁶⁴

move left.

Anonymous¹⁰⁰³³⁶⁶

For the benefit of everyone, I have created a map of the active waves for the current turn. It's over in the discussion thread, [here >>/questdis/362041](https://questdis/362041).



Anonymous¹⁰⁰³³⁶⁷

Attacking is risky

She agrees, but it's also risky trying to move to a tile that could disappear with the Cloak's movement.

Alison attempts to tell Scanner to move up, but the Cloak looks back as Alison speaks, able to see both of them. She can't shake her head and point without giving away the real direction, but Scanner shakes her own head saying she doesn't want to move up. The Cloak shouldn't have a scanner blocker, because it felt like the scan worked just fine.

Similarly, Scanner starts telling Alison to move up, shaking her head and starting to point somewhere, but the Cloak sees her, and her finger just waves around and points at the vague region around Alison.

Alison can sense that the time for the round is nearly up, has no idea where Scanner is going, and tricking him is getting complicated, so she heads just plain left.



Anonymous¹⁰⁰³³⁶⁸

The Cloak and Scanner have fallen!

Alison may absorb either one, but not both.

redaeth¹⁰⁰³³⁶⁹

Absorb Cloak, lets try not to absorb friends.

Go left. We want to get to the double left arrow that blankets Cloaks probably exit, in case he respawns.

Farmer¹⁰⁰³³⁷⁰

Scanner. She seemed nice enough and pretty intelligent, so keeping even a trace of her personality would be good; also, back at the rest area, she seemed to be making a good amount of CU, which she might not have had a chance to spend yet.

Anonymous¹⁰⁰³³⁷¹

Absorb Scanner. If she doesn't have an extra life, some part of her should live on in Alison.

It's unknown if either, none, or both of them had extra lives, and where they'll respawn if

they do. Assume it will be at their start locations, but it might be where they died, once the platform is solid again. Jump to the left to cover Cloak's platform.

Anonymous¹⁰⁰³³⁷²

Absorb scanner

Terrec¹⁰⁰³³⁷³

Absorb Scanner, I suppose.

I assume Cloak will respawn at his start location if he had an extra life, so move over to the double left two spaces right of the center. The two incoming waves will cancel out, so don't worry about the platform disappearing under you.

Anonymous¹⁰⁰³³⁷⁴

We don't have any evidence that says if you absorb someone who has a life they lose anything when they respawn.

Anonymous¹⁰⁰³³⁷⁵

If absorb steals their CU even if they respawn, then the Cloak is the best choice in case the scanner has a respawn. Otherwise the scanner is more likely to have more CU.

Anonymous¹⁰⁰³³⁷⁶

[>>408379](#)

If Alison absorbs Scanner, and Scanner has an extra life and respawns, then Alison can just give the CU back. If Scanner doesn't have an extra life, then more CU for Alison.

Terrec₁₀₀₃₃₇₇

[>>408377](#)

Wait, that won't quite work. Scratch that movement plan.

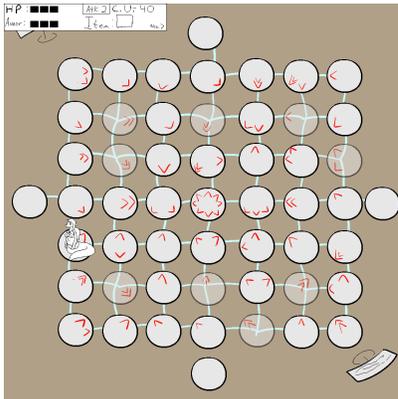
He's coming back next turn with 1 HP and no armor. Let's move up-left, skipping over the hole above us, then go left and attack him the following turn. He won't be able to leave the platform because of the oncoming wave, and he might have a low enough weapon that we won't be killed, whereas we'll be fully capable of killing him.

redaeth₁₀₀₃₃₇₉

Changing my vote to head west. Don't go up until the top wave set off by Scanner passes you.

Anonymous₁₀₀₃₃₈₀

Scanner has shit CU since she was spending it on scan. Absorb the twink.



Anonymous₁₀₀₃₃₈₁

Scanner is absorbed! 38 CU gained.

She hops west. Alison may now jump up to the next section at any time from any platform, or she may stay down here to fight any additional people who come back.

Anonymous₁₀₀₃₃₈₂

[>>408400](#)

You can? Where's the exit? The sign said an exit would appear.

Anonymous₁₀₀₃₃₈₃

[>>408400](#)

Proceed.

Anonymous₁₀₀₃₃₈₄

[>>408400](#)

Get a move on. It's tempting to sit in the middle and just kill everyone but we might accidentally wipe out people we LIKE.

Chrysalis ₁₀₀₃₃₈₅

I think we've had enough death for now. Let's move on.

Anonymous₁₀₀₃₃₈₆

While it's tempting to stick around to help any friends that might come along, or take down others, let's bail out before anything else goes wrong.

Anonymous₁₀₀₃₃₈₇

We're going to fuck up eventually. Better to do so in an arena we're familiar with. Leave and you're as likely to see your friends in the next stage as you are to see them teleport into this stage. Stay in the middle until someone comes you don't want to annihilate and then bail out.

redaeth₁₀₀₃₃₈₈

Lets move on, we really need two people to take advantage of this map.

I'm suprised we haven't seen any chests from killing those two though. I guess death by platforms don't generate them anymore.

new guy¹⁰⁰³³⁸⁹

lets head out, we don't want to start acting like the guardsmen and sticking around to kill as many as we can.



Anonymous¹⁰⁰³³⁹⁰

She leaps up, and another checkpoint is reached as she floats ahead. She may spend points, but first, there is a chest hovering in front of her.

Choice:

40 CU

Knockback: 40 CU The target is knocked back on an attack.

Anonymous¹⁰⁰³³⁹¹

Knockback would be insanely useful for quick kills on puzzle stages by knocking people off platforms.

redaeth¹⁰⁰³³⁹²

CU. We're saving up for weapon range nad improving our stats right now.

Anonymous¹⁰⁰³³⁹³

Take the CU

Anonymous¹⁰⁰³³⁹⁴

CU.

Anonymous¹⁰⁰³³⁹⁵

Knockback, KNOCKBACK

It'll be useful as fuck in platform puzzles and setting up enemies in better places for ambushing or move them out of the way.

**Anonymous**¹⁰⁰³³⁹⁶

40 CU gained, 80 CU total. Final checkpoint reached, stage exit is next.

Body Rank 4: +1 HP - 22 CU

- Rank 5: +1 HP - 25 CU (47 CU total cost)

- Rank 6: +1 HP - 29 CU (76 CU total cost)

Armor Rank 4: +1 armor - 19 CU

- Rank 5: +1 armor, +1 armor form - 25 CU (43 CU total

cost)

- Rank 6: +1 armor - 32 CU (75 CU total cost)

Weapon Rank 3: +1 attack - 7 CU

- Rank 4: +1 attack - 8 CU (15 CU total cost)

- Rank 5: +1 attack, +1 optional weapon form - 17 CU (32 CU total cost)

- Rank 6: +1 attack - 24 CU (56 CU total cost)

Absorption Rank 3: - 66 CU

Anonymous¹⁰⁰³³⁹⁷

Rank 5 + optional weapon change, Poison Spit.

Elephant Guy¹⁰⁰³³⁹⁸

weapon and absorption ranks 3.

Farmer ¹⁰⁰³³⁹⁹

Get rank 4 in Body, Armor, and Weapon; save the remaining CU in case there's another shop, or more people selling things.

Anonymous¹⁰⁰³⁴⁰⁰

Rank 5 armor + armor change, Tight Skin Suit + Visor Helmet

Anonymous¹⁰⁰³⁴⁰¹

Body rank 4, Armor rank 5, Weapon rank 3

Anonymous¹⁰⁰³⁴⁰²

Dammit... If we'd taken knockback, we could have bumped up Alison's body or armor and gone around punting fools into the void.

Take absorption rank 3, and save the rest of the CU. Alison gets that absorption up high enough, and she just has to be on the board to make bank.

Anonymous¹⁰⁰³⁴⁰³

Save 50 CU to buy weapon range from the shopkeeper.

Anonymous¹⁰⁰³⁴⁰⁴

[>>408481](#)

Shopkeeper said the prices would go up at the next shop.

Dirtbag₁₀₀₃₄₀₆

[>>408475](#)

Man, if we're going rank 5 in weapons I want a keytair so we can join Iso in doing music.

If we go 5 in armor I totally voting for a killer leather jacket that we leave open for cleavage

Well officially I'm voting for Rank 5 Body, Rank 4 Armor, Rank 3 weapon

redaeth₁₀₀₃₄₀₇

Rank 4 weapon, save the rest.

Anonymous₁₀₀₃₄₀₈

[>>408480](#)

I kinda agree here. Another rank will give us 3 tiles range which is a LOT, and 30% absorb which is 50% more than before.

We will need to absorb 2-3 more people before we get a net gain from this though.

redaeth₁₀₀₃₄₀₉

If we keep on piling on absorb we won't be able to withstand anyone attacking us or harming anyone else. What if someone gets gloves next round and challenges us? We're dead in that case. We need to start boosting our normal stats to compete.

new guy₁₀₀₃₄₁₀

i'd recommend buying a rank six weapon. being able to one hit others is useful, and its going to be a long time before we can make sure others can't one hit us.

Anonymous¹⁰⁰³⁴¹¹

Let's see what the shopkeeper has to sell.

redaeth¹⁰⁰³⁴¹²

I'm curious if you can communicate with those you absorbed. We saw shadows of them when you were deciding between Cloak and Scanner.

redaeth¹⁰⁰³⁴¹³

Looks like its 3 peeps for increasing all 3 normal stats (varied) 2 peeps for saving 50 CU for range and 2 peeps for abs 3. Everything else has one vote.

Anonymous¹⁰⁰³⁴¹⁴

[>>408493](#)

We have no musical talent. He can play music because he got musical talent.

Get better absorption. Save the rest.

EveryZig¹⁰⁰³⁴¹⁵

I think I vote for the normal stats. We almost certainly won't encounter the shop again after just one stage.

redaeth¹⁰⁰³⁴¹⁶

It said we're approaching the stage exit.

redaeth₁₀₀₃₄₁₈

((Spams another entry))

Alright changing my vote to the 3 stats.

The mix will probably have to be rank 5 weapon, rank 4 armor, rank 4 body. Which isn't half bad since we'll be able to survive a level 7 hit. As for an alternate form some sort of poison / acid spit. Pity it won't actually be poisonous though.

Dirtbag₁₀₀₃₄₁₉

[>>408615](#)

Iso's weapon is his flute

Each player's effectiveness with their weapon comes from their weapon rank

Logically, it can be assumed that high weapon ranks mean they have high talents with their weapons, and thus, a player with a music-based weapon can attack with a badass solo (or harmless sound in safe zones or beyond their attack range).

EveryZig₁₀₀₃₄₂₁

[>>408648](#)

See:[>>406366](#)

Besides, for second weapon form I think we should try to get telekinesis. That can be compatible with ranged attacks, and has lots of use in puzzles.

Anonymous₁₀₀₃₄₂₂

[>>408658](#)

I'd like elemental magic for a second weapon if we get one.



Anonymous¹⁰⁰³⁴²³

Alison now has rank 5 weapon, 4 body and 4 armor.

She has thought most about either a keytar or poisonous spit, but other options may be thought of before she goes to the stage's final area.

Anonymous¹⁰⁰³⁴²⁴

Sonic screwdriver.

Anonymous¹⁰⁰³⁴²⁵

Keytar would allow her to play music with Iso, right? We should do that.

Taffer¹⁰⁰³⁴²⁶

[>>408664](#)

Well, Ultimate hair Weapon would be Millia Rage hair.

So I guess your hair is probably like a whip right now.

Dirtbag¹⁰⁰³⁴²⁷

[>>408658](#)

Goddamn

I want musical talent so bad

SO BAD

How about a keytar sword? The form doesn't matter, it does the same damage and range no matter what, make it as cool and elaborate as possible I say.

Anonymous₁₀₀₃₄₂₈

I vote for Ultimate hair manipulation.

[>>408667](#)

We don't have musical talent. A keytar wouldn't let us jam with anybody. At least, not with any skill. So Iso would be sitting there, weaving sweet melodies, while we kind of kalnker klink on out keytar.

**Anonymous**₁₀₀₃₄₂₉

Alison may not be good with a keytar immediately, but she may be able to find the musical ability later, so if she decides to join in with Iso, she should get the keytar or another instrument.

Her ability to manipulate hair is increasing regardless with each weapon level. Right now, she can use it with the same level of use as her arms and hands.

Anonymous₁₀₀₃₄₃₀

[>>408671](#)

sweet.

I'm all for a instrument weapon then on the hope that we'll be able to learn later (nothing wrong with some hope). Though I vote that we get a harp instead of a keytar. Because harps are fantastic.

Anonymous₁₀₀₃₄₃₁

hair shape change.

redaeth₁₀₀₃₄₃₂

I like the harp idea. Lets go with that.

Dirtbag₁₀₀₃₄₃₃

[>>408674](#)

That sounds technically like a bonus ability we could buy at the shop instead of a weapon form.

I'm voting for cool keytar sword-gun, again well that with plus GUN.

Anonymous₁₀₀₃₄₃₄

Keytar. Have Iso attempt to teach you a little bit of music.

Anonymous₁₀₀₃₄₃₅

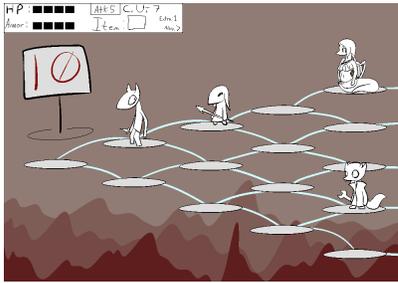
Harp for harmony with Iso. (keytar is awesome, but we are trying for a duet, not a solo)

Anonymous₁₀₀₃₄₃₇

oooooh, a harp would be nice.

Taffer₁₀₀₃₄₃₈

A harp with hair strings we can manipulate sounds awesome



Anonymous¹⁰⁰³⁴³⁹

Harp gained! Normally a single weapon is owned that may change forms at will, but because of Alison's natural weapon, she will now have a harp.

She lands in a relatively small final stage area.

Taffer¹⁰⁰³⁴⁴⁰

[>>408683](#)

Well, this can go a few ways. 10 kills, first 10 people to reach the last platform, 10 people on the last platform, could be anything really.

So forward, dear lady. We'll figure this out.

Anonymous¹⁰⁰³⁴⁴¹

Head left

Anonymous¹⁰⁰³⁴⁴²

This is the final stage? It looks too easy. I wouldn't trust one thing about these platforms. Or the other players. Oh hey engineer is speedrunning too. Exchange info with him about who we had to kill to get here, so we know who might be left to watch out for.

What are those red wavy...things? Just part of the background? Some sort of crudely rendered mountain? I feel kind of good to be farther away from them than anyone else.

new guy¹⁰⁰³⁴⁴³

the few final stages we have seen have tended to be a simple race to the exit. less a stage themselves and one last chance to try and stop someone else from exiting. that said lets try and stay at least one hop from anyone.

Anonymous¹⁰⁰³⁴⁴⁴

when you don't count the entry row, there are ten platforms available here. Maybe the level ends when someone is on each of those platforms?

Anonymous¹⁰⁰³⁴⁴⁵

Ask the others if so far only us 4 have reached this point.

[>>408687](#)

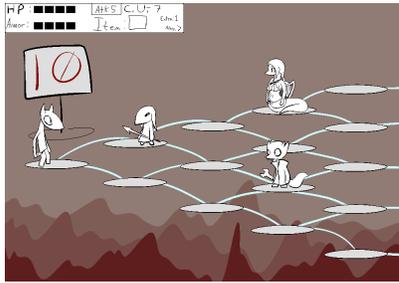
If this is the final stage, it is probably anything but.

Lets say 10 means that we can leave when only 10 of the original 104 contestants are left alive, and they're funneling as they win their competitions. If every 4 way battle ended like ours, that would still be 26 people fighting to be the last 10.

Anonymous¹⁰⁰³⁴⁴⁶

[>>408689](#)

If that were true the counter would read 8, since there's 2 people on the field already.



Anonymous¹⁰⁰³⁴⁴⁷

Red wavy things

They appear to be oscillating forms down far below, but do not seem to be influencing anything.

Alison jumps left. The one in front turns around, making like the guardsman.

Trade info with Engineer about who killed who

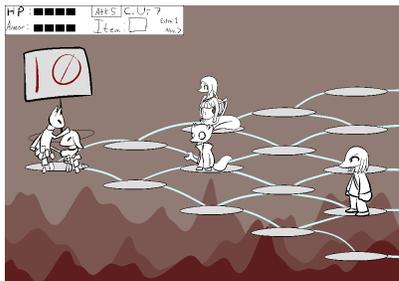
Alison tells of her encounters, and the Engineer says it's a shame about Scanner. She seemed nice. He ran into a blob, a ratty thing and the frilled one, the first two of whom fell. Frills did not seem to follow engineer immediately, but will most likely not be far behind.

Anonymous¹⁰⁰³⁴⁴⁸

Left once more. (1 out of 100 will probably have ranged attack, that defender will die no matter what)

Googleshng¹⁰⁰³⁴⁴⁹

My gut on this oen says, after 10 kills, whoever's farthest left advances. I'd definitely want to avoid that position until the end, and honestly, the adjacent pair of spaces don't seem like the safest place to hang out either until the mechanics here make themselves more clear.



Anonymous¹⁰⁰³⁴⁵⁰

The long eared one leaps while the one in front stays, and the both slay each other. The dagger and spear users slay each other, the former of who lets out a long winded curse as Frills shows up.

Anonymous₁₀₀₃₄₅₁

I think dagger's strategy is that no one here will want to fight him and weaken themselves for the incoming horde of opponents, and that every one will want to expose themselves as little as possible. So the second and third will stand between him and others, and the 4th 5th and so on will do the same. When it finally does breakout into fighting, he'll have much more buffer. Right now there is no sense in fighting each other, not only will it conserve HP but the more of you alive now will mean the less likely you'll have to fight the first guardsman type character to appear. Start talking and see who is able and willing to listen.

Anonymous₁₀₀₃₄₅₂

[>>408697](#)

Ooh ooh absorb the cutebold.

Anonymous₁₀₀₃₄₅₃

[>>408698](#)

Oh well scratch ALL of that for now. Frills is no ally, the evidence is far too great. Try to get an alliance with the mechanic against Frills.

Anonymous₁₀₀₃₄₅₄

Gather all allies on the second from the left platform on the bottom. Wait until exit rules are clear. You can kill anyone from there who tries to pass if you want to, and (according to platform rules) we can tell if we are going to be attacked. We also get to absorb that delicious CU from whoever falls at the end.

new guy₁₀₀₃₄₅₅

good thing we upgraded absorption's range. we know nothing about either of them so we might as well absorb the cutebold

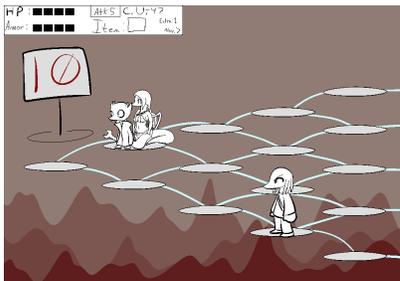
Anonymous¹⁰⁰³⁴⁵⁶

>>408700

Let's not explicitly align against Frills, but don't align with him. What he did wasn't unreasonable, and we don't need to get into pointless fights.

Offer alliance with engineer, offering some of the CU that gets absorbed from any enemies while the two of you work together.

Also, absorb cutebold.



Anonymous¹⁰⁰³⁴⁵⁷

Dagger uses absorb on The Spear!

Alison uses absorb on the Spear!

Alison has higher absorb, and beats the Dagger's attempt.

Alison gains 40 CU!

Alison beckons the Engineer to join her, and they leap to the same platform.

Frills wants to apologize, but he just couldn't bring himself to leave his exit, and wanted someone to deal with the guardsman.

Anonymous¹⁰⁰³⁴⁵⁸

fuck yeah

Taffer¹⁰⁰³⁴⁵⁹

>>408705

Talk at the safe zone, not here. Go to the exit.

Anonymous¹⁰⁰³⁴⁶⁰

[>>408707](#)

what exit?

Anonymous¹⁰⁰³⁴⁶¹

As I said before, I'd accept the apology, but leave it at that. The guardsman was a pretty big threat. Don't explicitly team up, at least not right now, but don't mess with him.

Anonymous¹⁰⁰³⁴⁶²

(that's fine too) Stay still, wait for math/Iso. We also have no idea how to leave, so we shouldn't be the first to find out. Say whatever you feel.

Anonymous¹⁰⁰³⁴⁶³

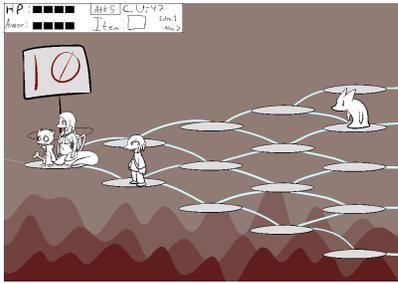
[>>408707](#)

If the far end was an exit, Dagger would have been able to escape through it.

Also, ask others about names. So far we've been just referring to them by distinguishing characteristics. See if they've come up with names for themselves.

Anonymous¹⁰⁰³⁴⁶⁴

we can accept that apology for now, but we should have a talk with him if we all make it out.



Anonymous¹⁰⁰³⁴⁶⁵

Two turns pass.

Ask for names

No one here has bothered giving themselves name.

Alison says she accepts Frills apologies, adding that it will be better to talk about it. She jumps left and stops once, while Frills jumps leftwards.

As she gets on the far left platform, there is a faint light trail that she can see. It disappears before she can see where it goes. Frills asks if he may come to this platform without harm.

Anonymous¹⁰⁰³⁴⁶⁶

"this looks like it needs ten people on it to power up the trail" say it aloud so the other thing can hear.

Anonymous¹⁰⁰³⁴⁶⁷

Looks like we need 10 people at once. We have Engineer, Iso, Math, (frills), and us. Head back right so people won't automatically attack us trying to get to the exit. Once they see for themselves we can discuss calmly.

redaeth¹⁰⁰³⁴⁶⁸

Accept the apology, but don't trust him. Gather your allies together as they arrive. No one sane will want to take on a group of four.

This might be a strict elimination thing however the 10 non-entrance makes me think we will need to have at least 4 platforms for us.

Ask each of your allies their stats / abilities as they arrive so we know what we have

to work with. We might be the only one who can survive a high level hit at the moment. We should also ask whether they have their extra life still. Keep any communication in whispers.

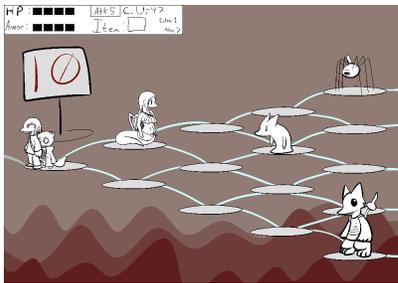
As where we should position ourselves, perhaps the center would be best, that would allow us to absorb all the people that die in the top ten spots.

Anonymous¹⁰⁰³⁴⁶⁹

Accept him coming. He can't surprise attack us if we stay still. And it lets us see if the trail gets stronger with three people.

redaeth¹⁰⁰³⁴⁷⁰

Agree, we have allies we can count on if he does betray us.



Anonymous¹⁰⁰³⁴⁷²

Frills hops onto the platform, and the light trail gets stronger.

There are now 6 people, and no sign of the Mathematician or Iso. Everyone on Alison's tile begins giving Alison updated information that will take a moment to gather.

Alison hops to the right so that she may talk to the newcomers easier.

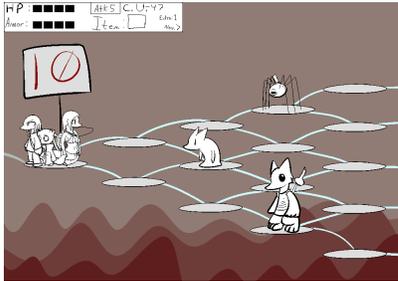
Anonymous¹⁰⁰³⁴⁷³

Mention that you need 10 people total to advance and that you have 5 openings left for your group. Let anyone who wants to try to pass, pass. We can work out who can and can't join after it becomes a problem.

Taffer₁₀₀₃₄₇₄[>>408723](#)

Shout out to the rest "We need 10 people to go to the next level. So be smart, don't fight."

Then go back to the end so the line gets bigger. Also, you might want to play your harp since music soothes the savage beast and all that jazz

**Anonymous**₁₀₀₃₄₇₅

Alison's movement to the right started to dim the platform again, but she hops back on.

Engineer says that based on the amount of light power he's seen, it will most likely be 5 people needed on the platform before it is at the same strength as the rest of the light trails.

Alison explains that to the new three, all of whom move forward.

The huge one at the far bottom says that would be well and great, but there are now 6 people. He wishes to challenge the spidery one to a duel to decide who gets to go on.

The spider tells the duelist to wait until the second batch of 5 can go in. The duelist replies that he will fight the spider.

Play music

She does not have the music ability, yet. It will not sound very good.

Anonymous₁₀₀₃₄₇₇[>>408725](#)

Well if we do get 10 random strangers together, and then Iso or Math shows up, we'll have one big problem wont we. So don't encourage teamwork to the strangers. Use your better numbers to keep them away for now, hopefully the casualties will be limited to strangers alone.

Anonymous¹⁰⁰³⁴⁷⁸

I bet this will be like the elevators and it takes 10 people to activate the exit, but nothing will happen if even more people are standing on the exit.

Anonymous¹⁰⁰³⁴⁷⁹

I don't mind if others want to fight, it lets us delay for math and Iso.

Anonymous¹⁰⁰³⁴⁸⁰

That changes things a bit, 2 groups of 5 instead of 1 group of 10. I think we should wait until Iso/Math comes up, and go as an altogether group of 5. Let the spider and big guy do whatever they want; make sure the beast understood us.

Anonymous¹⁰⁰³⁴⁸¹

[>>408729](#)

According to Engie, it'll only take 5 to activate.

Anonymous¹⁰⁰³⁴⁸²

Also, compliment the big guy; it is very honorable to announce a duel here instead of just outright attacking.

Taffer¹⁰⁰³⁴⁸³

[>>408726](#)

Let the spider and the duelist do what they want. They wanna fight, let them fight

Anonymous¹⁰⁰³⁴⁸⁴

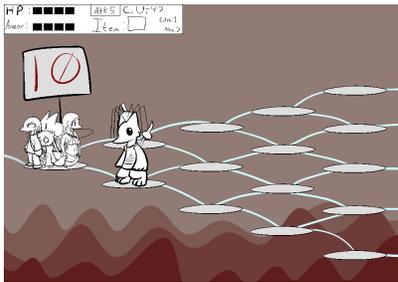
if you want to fight, it must be off this platform, can't risk damage spreading and hitting everyone here. if you attempt to jump here while wanting to fight everyone here will hit back. take duels on the platform blob cat is on. stand on a pad it's connected to and jump to it.

Anonymous¹⁰⁰³⁴⁸⁵

[>>408734](#)

But they don't want to fight. At least not both of them. The duelist is saying he will fight the spider, the spider is saying wait for the next five people.

I somehow find it unlikely that they'll coordinate and go to a designated duel platform.



Anonymous¹⁰⁰³⁴⁸⁶

The Duelist says he will jump onto the main platform and fight the Spider. No one else is forced to attack, and the two fighters will be able to attack each other without harm to anyone else. He asks if he may trust Alison, who seems to have made herself the coordinator in all of this, to not have anyone attack him or the spider.

Anonymous¹⁰⁰³⁴⁸⁷

We should all move a bit more to the right to make sure nobody leaves before we decide who gets to go. Agree, but apologize to spider who seems to not want to fight.

Taffer¹⁰⁰³⁴⁸⁸

[>>408737](#)

I'd rather have them fight away from the spot everybody's at, but they seem to be adamant.

redaeth₁₀₀₃₄₈₉

Agree.

After the fight we will stay behind for the rest of our friends. Ask if Math and/or Frills is willing to stay with you. If they don't you understand.

Anonymous₁₀₀₃₄₉₀

yes, so long they keep their end up. you have no reason to attack now.

Anonymous₁₀₀₃₄₉₁

[>>408741](#)

This, but replace math with engie. I doubt frills would stay more than needed, but there's no harm in asking.

redaeth₁₀₀₃₄₉₂

Oops, yes Engineer.

Anonymous₁₀₀₃₄₉₄

don't say it but there is a good chance they will both die in a blow trade.

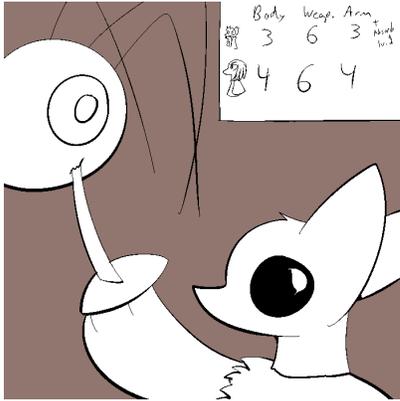
redaeth₁₀₀₃₄₉₅

Duelist probably has an item.

Elephant Guy¹⁰⁰³⁴⁹⁶

[>>408737](#)

yeah, okay. or you could jump over there and not worry about it instead.



Anonymous¹⁰⁰³⁴⁹⁷

The duelist and spider move to the populated platform with Alison's blessing.

Duelist deals 8 damage!

Spider deals 6 damage!

Spider is slain!

Alison has gathered everyone's main three stats.

Ask friends to stay

The engineer is willing to wait some more for Math to arrive, and Frills will make it up to Alison by doing the same, at least for a bit longer.

The duelist adds that he will absorb the spider as he finishes his attack.

redaeth¹⁰⁰³⁴⁹⁸

Though we do need more CU its his kill. I say we let him have it.

Elephant Guy¹⁰⁰³⁴⁹⁹

I guess we do things by being likeable, not by being powerful. let him have it as a favor, then. he'll remember us as someone who keeps her word.

Anonymous¹⁰⁰³⁵⁰⁰

We have rank 2, absorb it and give him 75% of the CU(that way he will get more than he would otherwise and we still get some)

redaeth¹⁰⁰³⁵⁰¹

Ask him if he has rank 1 or 2 and tell him first of our plan.

Anonymous¹⁰⁰³⁵⁰⁴

Don't interfere at all. Let him do it himself.

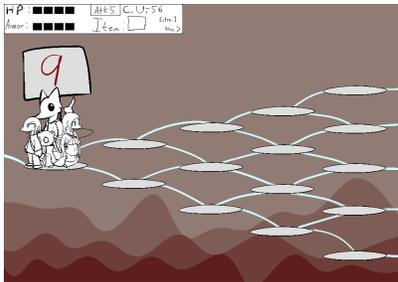
Anonymous¹⁰⁰³⁵⁰⁵

let him take it

Taffer¹⁰⁰³⁵⁰⁶

[>>408752](#)

His kill, his loot. If there's any leftovers, take that



Anonymous¹⁰⁰³⁵⁰⁸

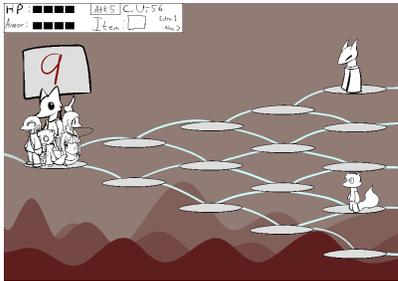
Alison explains that she will give more CU to him than he would get if he only has level 1. The duelist says to go ahead.

Alison uses level 2. Alison gains 34 CU.

Alison gives the Duelist 25 CU and keeps 9 herself. He says he likes to keep the ones he has slain close to himself, but that is little excuse to sacrifice every bit of life money.

The odd waddling one jumps to the exit.

The Duelist stays behind. When Alison asks, he says he can't in good conscious leave while friendship is being tested. He will continue on if the timer gets too short, but does not wish to see someone like her punished with no more exits available, when she is doing something that should be rewarded.



Anonymous₁₀₀₃₅₀₉

Four more turns pass before anyone shows up.

redaeth₁₀₀₃₅₁₀

Thank him, its a good thing to see people with integrity.

Anonymous₁₀₀₃₅₁₁

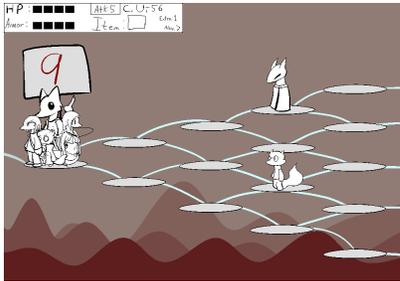
This guy has class! Openly challenging an opponent, stating his intention to absorb his opponent, doesn't take the death of opponents lightly (tries to keep them close), and stays to help us in a noble endeavor. We should try to get him to join our group.

redaeth₁₀₀₃₅₁₂

Wave at Math, ask him if hes seen Ito. In fact we should ask Duelist the same question.

redaeth¹⁰⁰³⁵¹³

We should keep our group to four members but if we do want to include more he is definately someone to consider. Especially since he seems to be someone who actually went combat-heavy.



Anonymous¹⁰⁰³⁵¹⁴

Engineer makes a note that the light trail's power strengthens immediately as people step on the platform, but only dims a turn after anyone leaves.

Alison thanks the Duelist for his integrity and class.

Ask everyone if they have seen Iso.

No one has, except for the Duelist. He states that he and another got in a scuffle, and had slain one another. Alison mentions that Iso still has a one up, to which Duelist says that there is a reasonable chance he may show up, but he may be late.

Anonymous¹⁰⁰³⁵¹⁵

I guess cloak had an extra life. That guy is gonna be pissed at us. Warn math (if that is him, otherwise tell him the deal).

redaeth¹⁰⁰³⁵¹⁶

Mention to Math that he should stay on the edge to avoid Cloak in case hes in a killing mood.

Anonymous¹⁰⁰³⁵¹⁷

Since Cloak tried to avoid a direct attack in the platform stage, he probably didn't think he was strong enough to take us, or he was smart enough to only go for tiles. Either way he is a very perceptive enemy, and not to be trifled with. He most likely has some special item in his inv,(like retaliate) so avoid attacking directly.

redaeth₁₀₀₃₅₁₈

Iso shouldn't be too far behind Cloak then since we killed him. We'll wait another 5-10 turns if that's alright with everyone.

As for Cloak I say we kill him if possible. He should be at one health since that doesn't regenerate and if hopefully like the others he most likely only has 4 armor. He'll most likely target us however we don't have to face him alone, we can ask Engineer to assist us.

Kalt₁₀₀₃₅₁₉

[>>408774](#)

Eh, just because we teamed up against him doesn't mean he's bad. Apologize to Cloak, and mention that you and Scanner had a previous agreement to team up.

redaeth₁₀₀₃₅₂₀

[>>408776](#)

I kinda wish vengeance on him, he did kill a potential friend after all.

Anonymous₁₀₀₃₅₂₁

[>>408777](#)

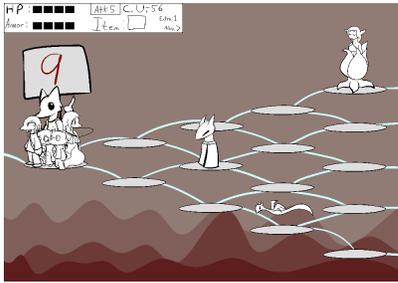
And the way he acted didn't exactly inspire confidence. he's too tricky for my taste.

Anonymous₁₀₀₃₅₂₂

He might not be evil, but he will be pissed. We killed him with a tile then blocked his absorb. I say we just leave him out there; if we wait till we have math + Iso + 2 others, he can't get in at all.

redaeth₁₀₀₃₅₂₃

We should ask Duelist how one recovers health. We haven't yet seen how to.



Anonymous₁₀₀₃₅₂₄

Ask the duelist about healing

He has had, and used, an item that restored a small amount of health. He also feels it likely that there is a skill out there that may heal as well.

The mathematician leaps to the end platform and is given an explanation, but Cloak takes a step back before moving forward, situating himself onto the middle platform. He is not talking, even when Alison attempts to address him.

During this time, two more have shown up one after the other.

Salestax1₁₀₀₃₅₂₅

Warn them to watch out for guy in the center he is a trickster, and about 5 needed on space, waiting on friend, and that (besides friend) there are 2 spaces left for the exit.

redaeth₁₀₀₃₅₂₆

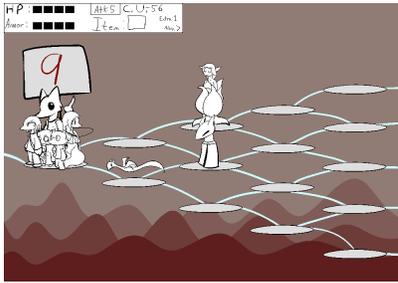
Ya thats not trustworthy at all, see what he does as the first newcomver reaches one of the platform next to him. If I'm right we can anticipate what he will do.

Salestax1₁₀₀₃₅₂₇

Worst case scenario we can steal his kill using absorb rank 2. Ask if anyone has any items on them, or unusual abilities.

Anonymous₁₀₀₃₅₂₈

Wait a minute. The Mathematican was absorbed by the Guardsman that one time. We should ask him if he lost any CU from that. We've been worrying about that, and he's in a position to answer us.



Anonymous¹⁰⁰³⁵²⁹

Any unusual abilities

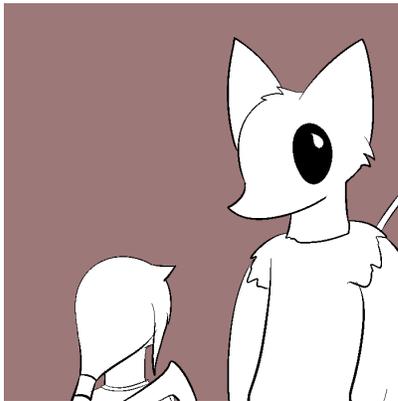
The duelist says he has one, but that information is best kept under wraps. The engineer has absorb, and the mathematician has a double jump access, but will be awhile before he can get it.

Did the mathematician lose any CU?

No, but it felt like he was being carried by the guardsman, at least until the guardsman was slain. It is difficult for him to explain.

Alison explains the cloak's unlikeable personality, and the exit mechanics for everyone else.

The bird is asking why everyone is standing there when they are able to leave, and if he is allowed to leave without issue as well. The girl coming out of the plant asks if she, too, is allowed through.



Anonymous¹⁰⁰³⁵³⁰

The duelist whispers, only loud enough that the populated platform alone can hear. There are too many people showing up before Iso. Slaying may be required to make room, and if the timer goes too low, that he may work to leave, as regretful as it may be.

Salestax1¹⁰⁰³⁵³¹

Cloak is only going after our friend. Wow. That's revenge. Maybe if they can prove that they will help us later we let them in. Maybe only let them in if they either A: help kill Cloak, or B:

help Iso survive to the exit. Any ideas?

redaeth¹⁰⁰³⁵³²

Yes, we'll have to decline any further access until Iso gets here. I'm not sure how we'll do this....

Maybe duels for the remaining three spots? Make it so these three will have to deal with any other newcomers.

I hate to say it but if Iso doesn't show within 5 more turns I think he'll have to be counted as lost.

Elephant Guy¹⁰⁰³⁵³³

let 'em through.

Salestax1¹⁰⁰³⁵³⁵

Yeah...

Went back to look, Guardsman used "Double Attack Counter Interruption (Stationary Defense Only)" so as long as we attack him on another tile, we should be able to kill him. Since Iso has an extra life, a death on his part isn't as bad, but this may be a fight we can't avoid.

Tell them to wait 5 turns, or until our friend arrives, whichever comes first. If there are any others, they will have to decide amongst themselves.

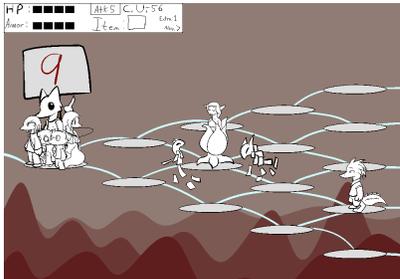
Lawyer Dog¹⁰⁰³⁵³⁶

Tell them that you will let them pass if they first prove that they are reliable by simultaneously attacking the cloaked guy.

Iso has no lives left, he lost one in a scuffle that the Duelist saw.

Salestax1₁₀₀₃₅₃₈

Damn. Lawyer dog on all counts. It just got too risky to wait for Iso with him there.

**Anonymous**₁₀₀₃₅₃₉

Alison says that she will let them pass if they simultaneously attack the Cloak. They are apprehensive, but the plant girl moves forward once, and then they attack. If the Cloak could understand, it somehow did not hear, and if it had any special abilities, they didn't help.

The flyer and the Cloak slay each other, and the plant girl survives.

Alison may absorb one. She almost called out to the newcomer before realizing that isn't Iso. 5 turns, 3 now, feels too short to wait for him. Still, she isn't sure how long would *not* be too short.

Anonymous₁₀₀₃₅₄₀

[>>408799](#)

Flyer.

Elephant Guy₁₀₀₃₅₄₁

cloak! I bet he killed many.

Elephant Guy₁₀₀₃₅₄₂

oh, and announce whoever it is you're absorbing so someone else with the ability can absorb the other one dying without the two of you trying to absorb the same guy.

Anonymous₁₀₀₃₅₄₃

absorb the flyer, and at least wait until there's nine people present.

Anonymous₁₀₀₃₅₄₄

[>>408799](#)

...waiting here and just letting people kill eachother could result in a LOT of profit for us via absorption. On the other hand then the others with us would think we were doing it for that reason.

The cloak apparently didn't have Absorption, since it seems like the scanner was correct. Perhaps the cloak was mimicing someone when he said "yes"? Absorb the flyer, as this seems to be a kind of benevolent thing. We are keeping part of them alive with us.

Anonymous₁₀₀₃₅₄₅

Do we really want Cloak to be part of us forever?

PervDragon₁₀₀₃₅₄₆

[>>408799](#)

Absorb flyer. Cloak was a dick.

Also, since the light trail only dims the turn after someone's gone, ask the engineer if he thinks we could send everyone across the light trail simultaneously. This seems like a case where we could!

redaeth₁₀₀₃₅₄₇

No one else has absorb 2, so they won't be able to take advantage of the duel. Allow Plant to go through to the end though she did earn it.

redaeth₁₀₀₃₅₄₈

Tell the newcomer your allowing people to fight for the remaining spots. Hes to duel someone in order to advance. We can do this for the remaining four spots and instead of five turns use that as an indicator.

Ask the others if they are willing to wait that long before you announce this plan of course.

Anonymous₁₀₀₃₅₄₉

[>>408831](#)

There are only two openings left. If we're going to do this, at least get the number right. We are waiting for Iso, there are 5 of us on the last platform, and the plant lady has already been told she can pass.

Anonymous₁₀₀₃₅₅₀

[>>408804](#)

Sensible; absorb Cloak

Anonymous₁₀₀₃₅₅₁

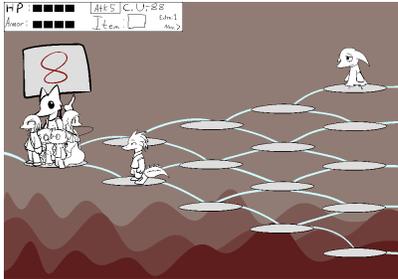
Absorb Flyer, and ask the newcomer and Flowergal if they've seen Iso. Let Flowergal pass to the exit; She's earned it.

new guy₁₀₀₃₅₅₂

there is no reason to try and stop people, there are still nine spots left. I know we are trying to save our friend, but lets not do it by killing a bunch of people.

redaeth¹⁰⁰³⁵⁵⁴

Actually including the flower girl 7 spots are taken. If we want to get Iso we have to delay as many people as possible. We should hope for as many double eliminations as possible =/



Anonymous¹⁰⁰³⁵⁵⁸

Flyer absorbed! Alison gains 32 CU.

The plant lady comes and passes through.

Alison explains that she is allowing people to fight to come through the remaining spots to the new lizard and the newcomer.

The newcomer says that is completely ridiculous and unfair. It doesn't want to fight the lizard.

The duelist is somewhat inclined to agree that this may be dubious, even if they may have had to fight anyways.

Exiting with more than the number shown

The Engineer says it's likely possible, but with the split stage rewards for the people who go in on the last turn.

redaeth¹⁰⁰³⁵⁶⁰

I say we continue to wait at least until the new guy reaches the row near the exit platform. If he doesn't want to fight he doesn't have to but he should be aware that he is taking a risk of not getting through. Should he fight though and win he gets an automatic pass right away.

We're probably making enemies by doing this but Iso is much more important. If duelist wishes to leave he is more than welcome to... we just can't abandon Iso while there is still the slightest hope.

Anonymous¹⁰⁰³⁵⁶²

Oh well thats good. Tell your companions that they may leave early in order to gain full CU reward, but you would appreciate it if they stayed around for a while to ward off killers. As long as we hold the last opening for Iso and Math, any number of reward division is acceptable so if you keep all newcomers a step ahead of you and you have 2 or 3 guys as backup you can force the newcomers to wait and exit together. We might even make up for it in absorbtions.

Anonymous¹⁰⁰³⁵⁶³

[>>408910](#)

I'm not sure that's the best idea. Untrustworthy people could just exit without us being able to do anything about it. If the number of untrustworthy people on the platform ever equaled or exceeded the number of people who could still exit, they could all leave and we would get locked out.

Anonymous¹⁰⁰³⁵⁶⁴

Just wait until the last second, if leaving with Iso would require that you and him go together, have everyone else leave then you go with him on the next turn before the bridge dissipates.

Basically, if Iso appears and would be the 11th man, do this, if an eleventh man appears and it's not Iso, we'll have to either kill him, or leave without Iso.

Anonymous¹⁰⁰³⁵⁶⁵

[>>408911](#)

We could force them to stay a tile in front of us until their numbers starts reaching ours, but if we let them know group exits can be, only at the cost of reduced CU reward, hopefully no one will believe the CU reward is worth the risk of fighting a group. What we can do is remain silent about the exit mechanics and hope new-newcomers figure that they need to fight for the last position and therefore slow down the rate of newcomers.

Lawyer Dog¹⁰⁰³⁵⁶⁶

[>>408906](#)

Tell them that if they do not wish to duel they can safely wait together on a space adjacent to your group, but that you cannot trust them enough yet to let them freely come onto your circle.

Explain to them that more than the displayed number can leave, at the cost of reduced CU, and that you are waiting for a friend before you'll all leave this area together.

Anonymous¹⁰⁰³⁵⁶⁷

I agree with the Dualist that it's unfair to force people to fight.

Basically, to anyone else, we're acting basically like the guardsman, but without that whole, risking our own life bit.

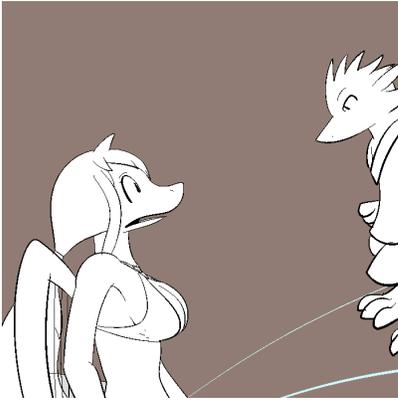
Anonymous¹⁰⁰³⁵⁶⁹

Oh, have the dualist let you know if anyone else who shows up or has shown up was from his session.

Because if someone is, it means Iso lost.

Anonymous¹⁰⁰³⁵⁷⁰

Let the party know to attack anyone who jumps onto your tile without permission, and loudly announce that as well to all newcomers. Cant have any one calling our bluff.



Anonymous¹⁰⁰³⁵⁷¹

Alison tells the duelist that he is more than welcome to leave, and that his staying as much as he has is already very nice. Alison will continue waiting awhile for Iso even if she has to take a CU cut, and the duelist says he will stay.

Alison tells the others that they don't have to fight, but they won't be allowed onto the exit platform, as she is waiting for a friend.

Ask the Duelist to let her know if anyone else shows up that was part of his and Iso's session.

He says he hasn't seen any of the others.

The Pacifist leaps forward, but the newcomer lizard is jumping straight to Alison's platform. He is not attacking, or talking.

Anonymous¹⁰⁰³⁵⁷³

[>>408923](#)

Make an example of him.

Anonymous¹⁰⁰³⁵⁷⁴

So it's moment of truth time, do we go guardsman on his ass?

I vote no. Let him through. If we're going to start killing people for trying to advance, I want it to be our absolute last resort.

Anonymous¹⁰⁰³⁵⁷⁵

Even if we let both these dudes through we would still have room for Iso. Thing is we would no longer be able to let anyone ELSE through.

Anonymous¹⁰⁰³⁵⁷⁶

[>>408928](#)

If we let him through, we lose a slot that belongs to our allies as well as the cooperation of the other newcomer. He knew what we we're going to do and he called it as a bluff despite providing him with an alternative exit.

Lawyer Dog¹⁰⁰³⁵⁷⁷

[>>408923](#)

We do not want to let someone through who has made no attempt to communicate and isn't willing to work with us. We need to attack him.

redaeth¹⁰⁰³⁵⁷⁸

If we let one through w/o challenge everyone else will do the same. Attack.

Anonymous¹⁰⁰³⁵⁷⁹

[>>408931](#)

We have 2 slots left for people who aren't allies or iso. There are two people here. We could safely let both through, and still have room to get through with Iso and not lose any C.U.

If we let him through, the other knows that the threat was a bluff and that we aren't as cruel as we acted. I'm fine with not being known as that asshole who made people who otherwise should be winners fight, apparently just so she could gain more C.U.

Anonymous₁₀₀₃₅₈₁

It's unknown if this lizard dude can even understand Alison, but it's too late to figure that out. Let him pass, to garner a little more trust.

After this, announce to everyone that you are certain that more people than the exit counter indicates can exit if they jump together, at the cost of splitting the exit reward CU more ways. Then have your group jump to the adjacent platform to the upper-right, to keep this kind of thing from happening again.

EveryZig₁₀₀₃₅₈₂

We could let him on if he promises to stay until we leave. If most of the slots are open, a few extra people will not have much penalty for each member, as the split will be divided.

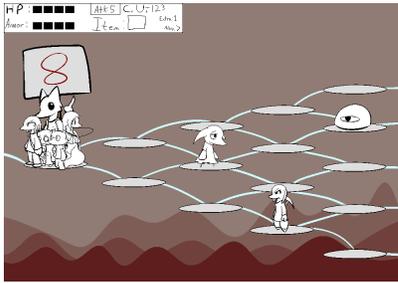
Anonymous₁₀₀₃₅₈₃

[>>408934](#)

We set up a system so that more than 10 people would be allowed to leave, and the ones who cooperated to help us set this up were guaranteed a "better" exit plan. He is not cooperating, either through selfishness or lack of comm abilities, and so he may not pass.

Salestax1₁₀₀₃₅₈₄

As much as I don't like it... we can't let him pass. To survive this far without understanding communication would be crazy, he most likely is just calling our bluff. Apologize then kill him. Talk with the new person about some sort of deal with CU/items; if we don't have our friend we shouldn't let people through with at no cost to them.



Anonymous¹⁰⁰³⁵⁸⁵

It's too late to have him make promises, so Alison, and everyone, strikes.

Lizard attacks, Alison takes 6 damage!

Duelist, Alison, Mathematician, Engineer and Frills attacks! Lizard takes 31 damage!

Alison uses absorb, gains 35 CU.

Talk to the Pacifist about CU/item deals

The pacifist won't have it. A few turns pass, and more come.

The pacifist says that Alison isn't letting people through, and that he wants to team up against her party. Neither of the newcomers have made a decision yet.

Alison mentions that perhaps everyone should get off the exit platform so that no one can try what the lizard did. There is mutual agreeance.

redaeth¹⁰⁰³⁵⁸⁶

In order to thank those staying with us if we kill him we should split what we absorb from this one. We now have enough to get the weapon-range as well as another upgrade to something else. We should do the same for every other kill from here on out.

redaeth¹⁰⁰³⁵⁸⁷

If another 2 arrive and still no Ito I think its time to leave. We can't risk losing our spot.

Anonymous¹⁰⁰³⁵⁸⁸

No, don't split what we absorb.

Anonymous¹⁰⁰³⁵⁸⁹

I agree that we should only wait for two more people before leaving.

Salestax1¹⁰⁰³⁵⁹⁰

Discuss split later. Move to the right, say they can go to the exit but you need 5 to activate so you are only letting certain people through. State that you are waiting for friend, and that Pacifist refused to make any sort of deal to be let through.

Anonymous¹⁰⁰³⁵⁹¹

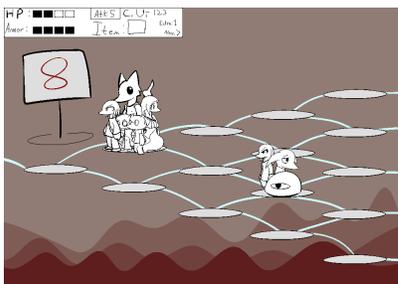
Split the 35 CU, since they did help. 11 CU to Alison, since she took the hit, and 6 CU for each of the other four.

Move to a platform to the right.

Ask everyone here, if they're willing, to tell you how many other people they've seen die in the trials, then ask Math if he can use that and what kinds of trials the group has seen to estimate how many would make it to the end zone.

Elephant Guy¹⁰⁰³⁵⁹²

I bet you guys left Shadow to die on that floating island, too. shame on you.



HP updated

Anonymous¹⁰⁰³⁵⁹⁴

Alison says she will split CU with people fairly based on who helps her, then turns to the other newcomers and says that the Pacifist won't make deals. They join the Pacifist, still. She also explains the exit mechanics, that 5 are needed while she is waiting for a friend. The cyclops

thinks that Alison is being exceedingly selfish.

Frills says that their group should attack the newly forming group in case more join them and outnumber Alison's.

The duelist mentions that things are convenient with 8 people right now, but stops his sentence before saying that Iso may not be coming.

redaeth₁₀₀₃₅₉₅

If our experience is typical then half will die. That means 52 survivors. Of those we've gathered 5 and let 2 pass. There are 3 here and we've killed 5. So there should be around 37 more coming and that's not including 1-ups that increase that number.

Anonymous₁₀₀₃₅₉₆

If we leave now, the other group would need to wait for two more people to also leave.

This is would have a possible chance of getting Iso out.

redaeth₁₀₀₃₅₉₇

Mention that you know it's likely that he's not coming now. It's been too long. But just wait for two more people. Please....

Salestax1₁₀₀₃₅₉₈

Hmm. Being selfish in a game where people die. Why would that be? ^sarcasm^ Tell them you aren't actively opposing them, just not helping until our friend arrives. (Maybe let them go if they get 5 people)

Anonymous₁₀₀₃₅₉₉

[>>408976](#)

(Maybe let them go if they get 5 people)

If we leave right now. Just take our group and exit ASAP, that's exactly what they'll need to do. No arrangements, no scheming, just a basic prerequisite of leaving.

Anonymous₁₀₀₃₆₀₀

Say that if they all group up and jump out the exit together, they'll beat the exit counter, with the only price being splitting their exit reward CU more ways. Everyone gets out alive.

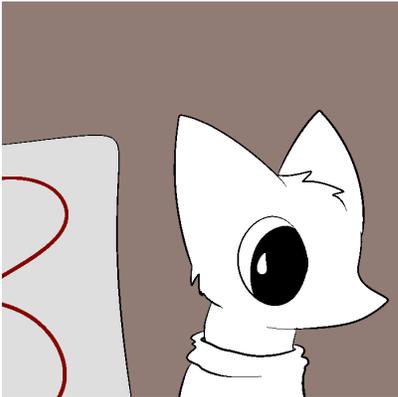
Terrec₁₀₀₃₆₀₁

Yeah, this is taking too long. We're probably going to have to set a time limit of some sort for him. We don't want to turn into that person everyone hates, like guardsman was.

[>>408923](#)

[>>408954](#)

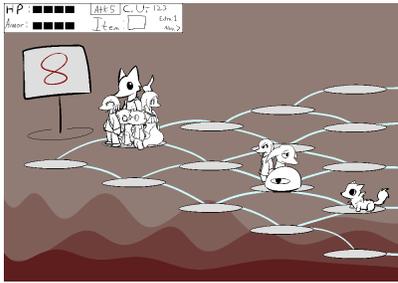
I know this is a bit late, by how did he attack us if he wasn't attacking?



Anonymous₁₀₀₃₆₀₃

How did the lizard attack if he wasn't declared as attacking?

The Shopkeeper pops up. This stage, he says, sure needs some works on the kinks. The lizard shouldn't have been allowed to change his mind and attack. Alison's HP is returned.



Anonymous¹⁰⁰³⁶⁰⁴

Alison asks if the others would be willing to split some of the stage's reward CU for Iso.

The duelist says that it will be acceptable if Alison gives him the CU that he loses.

Mathematician says that he is willing to do it for free, but if 6 people enter when there are only three remaining slots, everyone would only get half. If he estimates that the reward is 60 CU, then Alison would have to pay the Duelist 30 CU.

Frills and the Engineer are willing to cooperate as well, but would like half of the lost difference, which would be 15 CU for each based off of the estimate.

Another newcomer arrives, and Alison and the Pacifist gets it up to speed.

All group up and jump out together

Cyclops and the Pacifist aren't very willing to split CU like that on account of Alison's friend. They say that if they get 5, they are going to go for the exit.

redaeth¹⁰⁰³⁶⁰⁵

Agree to pay them all, thank them again. This is beyond anything you could expect.

Anonymous¹⁰⁰³⁶⁰⁶

Declare Jihad on the infidels gathering their opposition below you and absorb their souls. Pass out the CU to your team.

Frills had a point. If you let them grow they will only screw you in the end.

redaeth₁₀₀₃₆₀₈

Explain to the newcomer what the situation is.

There's no use chasing the Pacifist around since they'll just jump around ahead of you.

However what we should do is head to the centermost portion. That will mean 2 hops to the end and force the other group even further away so they won't get jumped. That gives Iso 2 turns after we decide to leave to show up.

One more person to go and we leave.

Anonymous₁₀₀₃₆₀₉

Wait for one more person to show up. If it isn't Iso, back off and let the other group go. You'll cover the lost CU for the group on exit. And don't share the exit mechanics with anyone else again, OK.

Anonymous₁₀₀₃₆₁₀

Man, we shoulda wiped that smug grin off the plant person when we had the chance. Just walks right by us and earns a spot without any negotiation whatsoever.

Lawyer Dog₁₀₀₃₆₁₁

[>>408987](#)

Get everyone in your group to jump to the space between the groups. Inform the other group that you aren't going to leave without Iso, and that they aren't going to either. You outnumber and overpower them, and still have extra lives to spare if it does come to attacking.

Anonymous¹⁰⁰³⁶¹²

[>>408995](#)

you mean the one we said could pass if they attacked cloak, and then actually attacked cloak?

Leave now. Head left twice. We won't have to pay back anything to our group, and the other group will need another new person to pass anyway. Then we only need to help Iso (if he makes it) catch up.

Taffer¹⁰⁰³⁶¹³

[>>408987](#)

Wait for one more person. If it isn't Iso, its time to go to the exit and finish. Iso could have already finished and you're hanging about here. Just go.

Anonymous¹⁰⁰³⁶¹⁴

[>>409003](#)

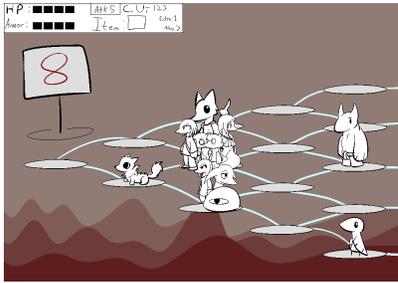
Iso could have already finished

I find that really doubtful, since the duelist saw him die before coming here. We're only staying because we knew Iso had a 1-up (though he might have died a second time).



Anonymous¹⁰⁰³⁶¹⁵

Alison thanks everyone as many times as she possibly could in one turn. It's far more than she could ever expect, and she would be glad to pay for people's losses.



Anonymous¹⁰⁰³⁶¹⁶

Move to the center

The cat hops, and doesn't join the Pacifist. It just says it wants to leave, it doesn't want to play politics and alliances.

After three turns have passed, the horned one with the strong arms arrives, as does a stranger.

The strongarm asks Alison if she has seen the long eared one with the beady eyes, the one that helped her buy the mechanic booklets.

redaeth¹⁰⁰³⁶¹⁷

Answer truthfully, we have not, and we're waiting for a friend as well... but its not looking good.

Lets start heading to the exit. Time to go.

Anonymous¹⁰⁰³⁶¹⁸

Leaving time. Just leave. We'll have to pay about 14 CU back out to Frills, the Duelist, and Engie.

I was going to suggest killing the cat, waiting for strongarm, and killing the bug, but I don't really feel like it now.

Just head out.

Kalt¹⁰⁰³⁶¹⁹

[>>409025](#)

You talking about the Scanner? Let him know that, unfortunately, she didn't survive the previous round, and you're not sure whether she had an extra life.

Ask in return if he's seen Iso, the cute guy Alison is always hugging.

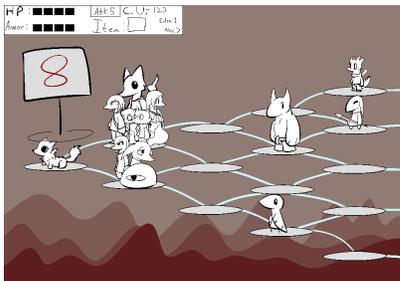
Anonymous₁₀₀₃₆₂₀

wait, shit, does he mean the spearman? Is that who's standing on his shoulder here? [>>408077](#)

redaeth₁₀₀₃₆₂₁

9 people out of 8... unless someone dies.

I suggest intercepting Pacifist next turn via a surprise attack to the left where the cat currently is. That way everyone in your group who can absorb can seize a persons CU. You should have Duelist target one and each of the rest target his companions in pairs.



Anonymous₁₀₀₃₆₂₂

Move towards the exit.

They take a jump.

Alison says she hasn't seen them, but Engineer whispers to Alison, asking if Strongarm's buddy would likely be the one they saw early on?

Then with Alison's great relief, Iso comes, and so does the long eared spear user again. Spear calls out to Strongarm, as Iso calls out to Alison.

Anonymous₁₀₀₃₆₂₅

We have been here at least 37 turns.

Preface the information with that, to convey how long it has been that we've not seen the strongarm's friend.

Dirtbag₁₀₀₃₆₂₆

Allison, you ever consider that there may be other exits than this one? I mean, remember the four elevator rooms? It's not like you, Iso, Frills, Math and the other guy were the only ones that moved on to the next stage. There were a lot of other people that got a different exit room. Math and Engineer speculated there's a 10 percent mortality rate, remember? If only ten move to the next stage, that's a hell of a lot more than 10 percent.

In fact, I speculate that if you keep hanging out here, you're funneling a lot of other players still playing into this exit as it get smaller and more filled with other players. Hell, Iso could have already gotten out ahead of you in a different exit room. You can't know Allison. You can't continue doing this for each stage, waiting for Iso. Eventually, one of you will die. Attachment is fine, in fact it's very wonderful, but you have to be prepared to let go if you don't want to send the message that attachment is weakness. Don't. Make friends here. Enjoy life while you can in this game. Life in this setting is too short to be waiting for everybody, just keep making new friends.

If you see Iso on the other side though, you give him one hell of a motorboat hug.

Anonymous₁₀₀₃₆₂₇

Hey, it's Iso. Time to kill everyone here.

Dirtbag₁₀₀₃₆₂₈

[>>409031](#)

Oh huh nevermind, was making that post before I saw this update.

But I feel I made some good points, and brought awareness to how people exit these stages and possibilities for it.

redaeth₁₀₀₃₆₂₉

Iso... thats ISO! Alright heres what we will do... tell strongman, spear and iso all to gather together. At the same turn attack the exit.

Wipe out that group since they are not willing to share. That way everyone in your group who can absorb can seize a persons CU. You should have Duelist target one and each of the rest target his companions in pairs.

I'm surprised checkpoints don't automatically put you... well at the checkpoint when you lose a life. It must put you at the very beginning.

Anonymous₁₀₀₃₆₃₀

Go to the exit platform, attack the fluffy thing

redaeth₁₀₀₃₆₃₁

Iso... thats ISO! Alright heres what we will do... tell strongman, spear and iso all to gather together. Say we'll move towards them as well. Instead we use that turn attack the exit.

Wipe out that group since they are not willing to share. That way everyone in your group who can absorb can seize a persons CU. You should have Duelist target one and each of the rest target his companions in pairs.

I'm surprised checkpoints don't automatically put you... well at the checkpoint when you lose a life. It must put you at the very beginning.

Lawyer Dog₁₀₀₃₆₃₂

Move to the exit circle with intent to kill that cat for not being cooperative. Tell everyone that it is still possible for them all to survive this if they cooperate with your group and don't try to leave preemptively, they will just get reduced CU.

Anonymous₁₀₀₃₆₃₃

Don't kill the cat, kill cyclops and pacifist, I don't care about the rest. Have Strongman, Spear and Iso all join together and we all leave at once.

1003634

gpupdate /force

Salestax1₁₀₀₃₆₃₅

Or, convince the new guy that we are all leaving at once to ensure greatest number of survivors.

redaeth₁₀₀₃₆₃₆

If I'm right the other group will be moving onto the exit platform with an intention not to attack because the kitty is needed to fill out his group. So he won't get an attack. But since your moving onto the platform with intent you will get the attack.

Its brutal, and underhanded but necessary.

Anonymous₁₀₀₃₆₃₇

Shout to Strongarm, Longears, and Iso to move left long the top path. Jump to the Cat's platform, but don't attack him. Attack the other group if they jump to the same platform. Once all that's done, tell the Cat you'll cover his CU loss if he'll wait and jump with the group.

redaeth₁₀₀₃₆₃₈

It doesn't matter if cat jumps or not right away. We've already agreed to pay their losses if we split the ending CU and that's all that matters. Killing Pacifist should cover that nicely.



Anonymous₁₀₀₃₆₃₉

Alison mentions that Spear took so long to come back, and he said that he could have respawned earlier, but wanted to wait for Strongarm. He could hear Alison and the others talking when they weren't whispering, so he felt it was worth the risk.

Alison tells Strongman, Spear and Iso all join together.

Jump forward, kill cat

The Pacifist's group leaps forward. Alison's group leaps forward.

Alison does not know if the Pacifist or Cat is attacking anyone yet or not, but she may decide to attack anyone.

Engineer notes that anyone that isn't killed after the landing's initial attack will be free to leap to the exit.

redaeth₁₀₀₃₆₄₀

Kill pacifists group. Leave the cat. Have the duelist pick one, you and another the second and the final two the third.

Salestax1₁₀₀₃₆₄₁

Kill cyclops and especially pacifist. Don't kill cat, he is just terrified and wants to leave. (he can also tell if we are attacking, and warn the other group) I don't care about last guy.

Anonymous¹⁰⁰³⁶⁴²

[>>409070](#)

This. Kill the pacifist's group.

Anonymous¹⁰⁰³⁶⁴³

Let the Cat go. You'll make it up to the rest out of your own CU later

Alison and Frills attacks the Pacifist, Dualist, Math, and Engi attacks Cyclops. Let the one with, I think, a pickaxe go if he doesn't attack.

Dirtbag¹⁰⁰³⁶⁴⁴

"Pacifist" first priority

Cyclops Second priority, however is likely the most dangerous threat

Other third priority

Cat, let 'em through, he's cool

If we kill five, everyone can get full CU.

With Iso, strong, and spear in a group, that'll replace the group you'll kill

If cat jumps, that leaves seven spots

If you all join together including bird, you'll leave with two extra

Everyone get's 7/9's full CU, the difference should be very simple to cover.

Lawyer Dog¹⁰⁰³⁶⁴⁶

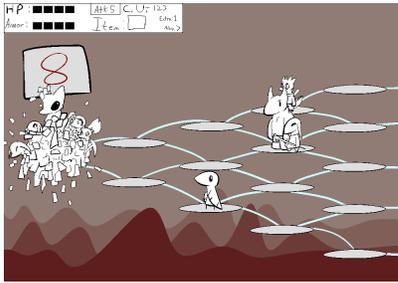
Engi/Frills/Math have 6 weapon, Duel has 8, and Alison has 5.

The cat is not likely to be a direct threat to you, so you are probably going to have to just let it go for now.

Pacifist seems likely to have high armor, so have Duelist hit him since his weapon is so high.

Cyclops should be hit by Math and Frills

Pickaxe can be hit by Alison and Engi.



Anonymous¹⁰⁰³⁶⁴⁸

Duelist uses **Ability: Protector**

Duelist deals 8 Damage to Pacifist! **Pacifist is slain!**

Mathematician deals 6 damage to Cyclops!

Frills deals 5 damage to Cyclops! **Cyclops is slain!**

Engineer deals 6 damage to Pickaxe!

Alison deals 6 damage to Pickaxe! **Pickaxe is slain!**

Cyclops deals 5 damage to ~~Alison~~ Duelist!

Pacifist deals 6 damage to ~~Alison~~ Duelist!

Pickaxe deals 7 damage to **Duelist! Duelist is slain!**

Alison may absorb one person. Duelist says he has an extra life.

Anonymous¹⁰⁰³⁶⁴⁹

Absorb pickaxe

Anonymous¹⁰⁰³⁶⁵⁰

Dualist is a man among men. And he has absorption, so he's guaranteed to have more than the average CU. The only reason I don't full heartedly say to absorb him is his philosophy of taking what you kill with you.

I still want to do so, but would also not at all reject absorbing Pickaxe.

Kalt¹⁰⁰³⁶⁵²

[>>409097](#)

Thank Duelist heartily, and announce to him that you're going to absorb Pickaxe (so he can absorb Pacifist if he wants).

Time to wait for Duelist to come back :x

Anonymous¹⁰⁰³⁶⁵³

Technically absorbing the Duelist would be the best option since he has more unspent CU that we have given to him, and has been dueling other creatures.

Dirtbag¹⁰⁰³⁶⁵⁴

rolled 2 = 2

<hr It doesn't look like anyone had absorb, so anyone's fair game, really. I'll make my vote random and believe in luck here.

1-Pacifist

2-Cyclops

3-Pickaxe

4-Duelist

Anonymous¹⁰⁰³⁶⁵⁵

duelist will probably absorb pacifist
so take cyclops.

Dirtbag¹⁰⁰³⁶⁵⁶

[>>409104](#)

So cyclops for my vote

Forgot Duely had absorb, but others should already have absorbed people if they had any extra lives, which I'm betting one might at least have.

But really, I'm voting for cyclops. Dude looks like he'd have hella CU for some reason now that I think about it.

Salestax1₁₀₀₃₆₅₇

Also, let engineer absorb someone who is not Duelist. I say we wait for Duelist to respawn then we go with him.

Anonymous₁₀₀₃₆₅₈

[>>409109](#)

Engineer also has absorb, and he helped kill cyclops.

Anonymous₁₀₀₃₆₅₉

Note that Duelist has an extra life, and is presumably coming back next turn.

Absorb Pickaxe. Announce your choice to Dualist, so he can choose another, and thank him from the bottom of your heart. Dualist deserves at least half of the CU you absorb here, since he took all the hits and lost a life.

Yell back to the Bug, and tell the Cat, that if they jump with your group, you'll personally make up their reduced CU from splitting the exit reward.

Anonymous₁₀₀₃₆₆₀

absorb pickaxe, wait for duelist

Anonymous₁₀₀₃₆₆₁

[>>409113](#)

and is presumably coming back next turn.

You mean like strongarm's friend did?

don't get me wrong. I am ALL for waiting for this paragon among men, but I don't expect the duelist to pop back instantly.

Terrec₁₀₀₃₆₆₂

Thank Duelist for taking the fall for us, but tell him that had we known he'd do that, we would have handed all of our CU to him first so that we could get an extra 24 from the absorption.

Absorb Duelist, and have Engineer and Duelist say who they're absorbing to avoid conflicts.

redaeth₁₀₀₃₆₆₃

We'll absorb pickaxe. Duelist can have Pacifist. Engineer can have cyclops. (Damage was wrong for us, we have a level 5 weapon though it doesn't matter) Basically it works out to whomever killed whom.

When Duelist revives tell him he didn't have to do that, we had an extra life as well. We owe him alot. If theres anything we can do for him...

Anonymous₁₀₀₃₆₆₄

[>>409115](#)

he said that he could have respawned earlier, but was waiting for strongarm to show up

Anonymous₁₀₀₃₆₆₅

[>>409120](#)

Oh, thanks. I missed that.

Lawyer Dog₁₀₀₃₆₆₆

Absorb Duelist, there seems to be no negative to getting absorbed when you have an extra life, and the Duelist is the most legit.

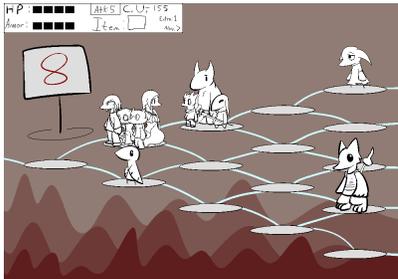
Have everyone move one space away from the exit again so that no one can escape until you get everyone in one big group.

redaeth₁₀₀₃₆₆₇

Y amove off the exit while we wait for duelist.

Salestax1₁₀₀₃₆₆₉

"it felt like he was being carried by the guardsman" That doesn't sound harmless to me, also I respect Duelist too much on the (albiet slight) chance that he will be negatively affected. Absorb someone else. I also just realized, Duelist would have died anyway. He took health damage from killing the spider and 7 damage would have been enough to kill him.



Anonymous₁₀₀₃₆₇₃

Alison uses Absorb 2 on Pickaxe! Alison gains 36 CU.

Duelist uses Absorb 1 on Pacafist, gains 20 CU.

Engineer uses Absorb 1 on Cyclops, gains 19 CU.

Pacafist uses Absorb 1 on Duelist, gains 32 CU.

Duelist and Pacifist come back. Duelist says he does not mind, in the future, if Alison absorbs him. His own absorption habits are his own, it is not a standard he holds others to. He admits, in fact, given the Pacafist's action, he would have preferred it if Alison absorbed him instead, but it was too late for him to say anything.

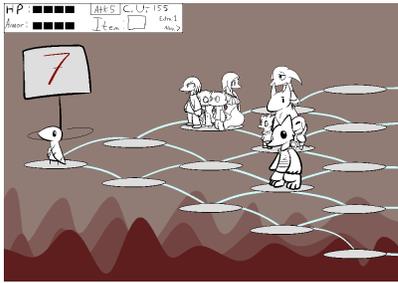
Anonymous₁₀₀₃₆₇₄

Welp, time to kill pacifist again!

Anonymous₁₀₀₃₆₇₅

Clearly, we just need to finish off pacifist to rectify this mistake, and get, what, 46 more CU?

Also, where is the cat?



Anonymous¹⁰⁰³⁶⁷⁷

Cat?

The cat had jumped through the exit, and the sign got lazy.

Alison says that everyone should finish off the pacafist. The dueler agrees, he does not like the sensation of being part of that one.

Anonymous¹⁰⁰³⁶⁷⁸

Alison should jump to meet the pacifist solo, while leaving the group to catch him if he jumps past her.

Kalt¹⁰⁰³⁶⁷⁹

[>>409143](#)

Allow everyone else to jump toward the portal if they're hurt. You have the armor / health to spare, you can take Pacifist down in a single hit and he won't kill you unless he has an item or ability that will do so. We know he deals 6 damage, so let that inform others' decisions.

Anonymous¹⁰⁰³⁶⁸⁰

do we have anyone who can take a hit from him without dying? It would be most ideal to send a single person guaranteed to survive.

redaeth¹⁰⁰³⁶⁸¹

Head up one to block Pacifist, everyone else should go / stay on the row just before the exit.

Duelist should advance to the exit. Preferable grouping up with the rest of the group but he can head along the bottom if he wishes.

Once Duelist is at the same row as you start advancing to the exit. If Pacifist wants to try and kill you hes welcome to. You can survive a rank 7 hit and he can't survive a hit from you for 3 turns and by then its too late.

Anonymous₁₀₀₃₆₈₂

Order everyone to head towards the exit, then stay still to catch the pacifist when he follows.

Anonymous₁₀₀₃₆₈₄

The pacafist does 6 damage. We can take a 7 damage hit and still live.

redaeth₁₀₀₃₆₈₅

Posted too late, alright, Allison attack Pacifist, Group Iso blockade by moving up. Hes probably going to move up again if he wants to delay things... The others stay still to prevent him from switching positions.

Terrec₁₀₀₃₆₈₆

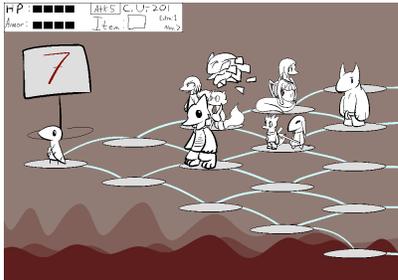
The Pacifist currently has 1 HP, 1 Armor, and a Rank 6 weapon. Let's jump to where Pacifist is now, have Math and Engi move toward the end while Frills stays where he is, and if Iso or Strongarm can take that much damage and live they should move back a space in case Pacifist tries to escape that way.

Lawyer Dog₁₀₀₃₆₈₇

Engineer and Math would die from a single attack from him, so tell them to jump one closer towards the exit to be safe. I would say just stay where you are and take out the pacifist if he comes to you. We know he deals 6 damage but we don't know what his armor/health are like.

redaeth¹⁰⁰³⁶⁸⁸

Basically we want to trap him while not risking anyone else. I think we have 4 people who can take a hit, including Allison, so those three should move to surround and herd him while Allison attacks directly. The others should just move to the exit.



Anonymous¹⁰⁰³⁶⁸⁹

Alison motions everyone who can't take his attack to move back, and Alison jumps forward.

Pacafist attacks Frills!

Frills attacks Pacafist! **Pacafist is slain. Alison uses Absorb 2, and gains 46 CU.**

Dueler thanks Alison.

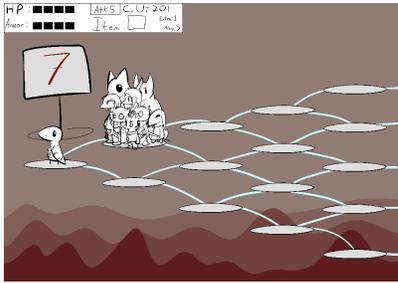
Anonymous¹⁰⁰³⁶⁹¹

Time to head out. Gather in a group just before the end, then give CU compensation as promised. 14 to duelist, 7 to Engie and Frills each.

Then head off.

redaeth¹⁰⁰³⁶⁹²

Alright everyone to the exit, lets finish this.



Anonymous¹⁰⁰³⁶⁹³

Everyone gathers, and must decide whether or not to include this other person.

redaeth¹⁰⁰³⁶⁹⁵

I say we include him.

Anonymous¹⁰⁰³⁶⁹⁶

Let him come. Dude hasn't done anything.

Hand out the CU now, before jumping.

Anonymous¹⁰⁰³⁶⁹⁸

Yeah, let him come along, but don't make up for his reduced CU payout.

Lawyer Dog¹⁰⁰³⁶⁹⁹

Tell the little guy to calm down and just jump over to your space if he wants to exit safely with the group.

Anonymous¹⁰⁰³⁷⁰⁰

Get your parties opinion on the matter.

redaeth₁₀₀₃₇₀₁

We don't actually know how much the end stage will give, it might be more or it might be less. Give Duelist at least 15 and the others 7 and 8 and the rest can be accounted for after we get to the safe zone.

Anonymous₁₀₀₃₇₀₂

Tell him to calm down; We aren't going to attack, and he shouldn't try to jump out of the way. He'll get stuck here if he does.

redaeth₁₀₀₃₇₀₃

Tell the little guy to calm down, we're willing to let him finish with us. Surviving the stage is going to worth it to him even if he takes the hit to CU.

Salestax1₁₀₀₃₇₀₄

Make sure we keep some CU free in case a shop is available. Promise we won't attack. (He's sweating, so cute!)

Anonymous₁₀₀₃₇₀₅

We just got, not counting post stage bonuses or distributing any cu, 198 CU from this stage.

This is not counting the 64 CU that Duelist and Engie got.

This is absurd. ABSURD.

Let the bug come along.

Kalt₁₀₀₃₇₀₆

[>>409163](#)

Yeah, let him come along.

Terrec₁₀₀₃₇₀₇

I'm fine with bringing him, but ask for everyone else's opinions. We're not the only member of the group that matters.

[>>409171](#)

We're always able to exchange CU in the end stage areas, so we can wait until we know for sure how much we owe them.

Anonymous₁₀₀₃₇₀₈

[>>409163](#)

Ummm... can we even bring him? Heck, can we even get everyone out without him? The sign says 7, and we have 8. Can we overfill and result in a lower split, like with the other stages? If so I suppose there's no harm in it.

redaeth₁₀₀₃₇₀₉

Hmm we lost 2 CU somewhere, gone over what we've gained, gave away and spent a couple times and I keep on ending up with 203 instead of 201.

Anonymous₁₀₀₃₇₁₀

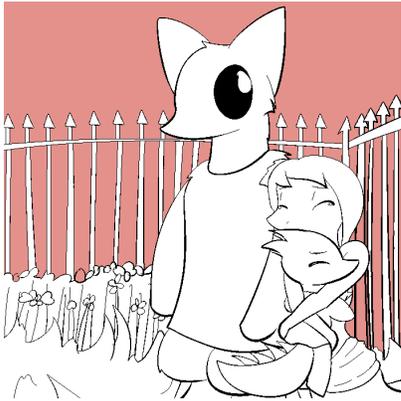
[>>409205](#)

We lose 4 CU right here:

[>>409136](#)

We had 123, gained 36, and somehow ended up with 155 instead of 159

we should have 205 total.



Anonymous¹⁰⁰³⁷¹²

205 CU, not 201

Alison recounts, and does find 205 CU after all.

No one minds if the panicking one comes, at least not enough to leave him to die for a small amount of CU.

Stage 2 Completed! 56 CU base stage rewards, Alison (and others) receive 44 CU.

Everyone lands in a gated garden, and may spend points, but first, now Alison must decide on how much to give.

Frills and Engineer ask for 6 CU, half of the cut that they took.

Anonymous¹⁰⁰³⁷¹³

sounds fair.

Googleshng¹⁰⁰³⁷¹⁴

Already promised to do that, no? Spread that CU around!

Anonymous¹⁰⁰³⁷¹⁵

Jesus his eyes are big. They're the size of Ico's head. Goddamn man...

Oh the divy. Yea give em what you promised.

Anonymous¹⁰⁰³⁷¹⁶

Give it to them. If the Duelist still wants his 12, give it to him.

Anonymous¹⁰⁰³⁷¹⁷

Oh and maybe give a bonus to the Duelist for being a bro.

redaeth¹⁰⁰³⁷¹⁸

Give everyone what they asked for. Frills / Engineer 6 and Duelist 12. Tell them all you will be glad to help them out in the future as well. This goes for strong-arm and spear as well. By staying behind to help all them saved Iso's life and for that we're forever grateful.

Once we're finished revelling in each others survival we should explore for 1-ups, get misc. supplies and buy that weapon range item.

Anonymous¹⁰⁰³⁷¹⁹

duelist definitely deserves some extra.

redaeth¹⁰⁰³⁷²¹

Well we will have 224 points to spend, save 200 of that to get weapon range 1. Then I guess we can either get rank 6 weapons or save it.

Anonymous¹⁰⁰³⁷²²

Divvy up the CU. Dualist gets 24 and a big hug for taking all those hits, Frills and Engi get 8 each, and see if Math will take 4.

Dirtbag₁₀₀₃₇₂₄

Absorb rank 3

Save everything for SHOP

Anonymous₁₀₀₃₇₂₅

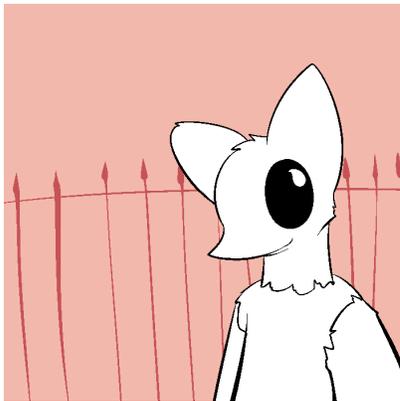
Find the shopkeep before you make your final decision. Getting weapon range would be awesome about now since that is like getting a free hit on someone while they try to close on you in melee.

Anonymous₁₀₀₃₇₂₆

Also share your new numbers with the mathematician.

Chrysalis ₁₀₀₃₇₂₇

This guy is just too cool for words. Give him a hug, at least. Then look around the new pink place. See if there's a shop to buy things at before deciding how to spend all that CU.

**Anonymous**₁₀₀₃₇₂₈

Frills and Engineer take their 6 CU.

Alison offers Duelist his 12 and extra, but the Duelist declines. Seeing Alison's and Iso's reunion was more than enough payment for him.

Alison has **237 CU to spend.**

Body Rank 5: +1 HP - 25 CU

- Rank 6: +1 HP - 29 CU (54 CU total cost)

- Rank 7: +1 HP - 30 CU (84 CU total cost)

- Rank 8: +1 HP - 33 CU (117 CU total cost)

- Rank 9: +1 HP - 35 CU (**152 CU total cost**)
- Rank 10: +1 HP - 37 CU (**189 CU total cost**)
- Rank 11: +1 HP - 39 CU (**228 CU total cost**)

Armor Rank 5: +1 armor, +1 armor form - 25 CU

- Rank 6: +1 armor - 32 CU (**57 CU total cost**)
- Rank 7: +1 armor - 40 CU (**97 CU total cost**)
- Rank 8: +1 armor - 49 CU (**146 CU total cost**)
- Rank 9: +1 armor - 59 CU (**203 CU total cost**)

Weapon Rank 6: +1 Attack - 24 CU

- Rank 7: +1 Attack - 31 CU (**55 CU total cost**)
- Rank 8: +1 Attack - 43 CU (**98 CU total cost**)
- Rank 9: +1 Attack - 55 CU (**153 CU total cost**)
- Rank 10: +1 Attack, new form - 71 CU (**224 CU total cost**)

Absorption Rank 3: - 66 CU

- Rank 4 - 91 CU (**157 CU total cost**)

redaeth₁₀₀₃₇₂₉

Rank 5 armor, save the rest. Remember we want weapon range 1 and thats going to probably cost 150 for the rank and 50 for the skill line.

Anonymous₁₀₀₃₇₃₀

Didn't body rank 4 open up an inventory slot for purchase, or is that a store-only thing?

Anonymous₁₀₀₃₇₃₁

Tell the mathematician how prices go into this range. It'll give him insight or confirmation on his calculations.

[>>409249](#)

I think we should spend about 100 on upgrading, and save the rest for range (and seeing about buying musical talent) if it's like last time, we won't be able to immediately spend cu on upgrades for at least 1 stage after shopping.

So.. I vote for +2 body, +1 armor, +1 attack.

Anonymous₁₀₀₃₇₃₂

[>>409254](#)

Also, Brofist duelist, and offer to help friends who are just short (like within 1-3) of buying something.

Anonymous₁₀₀₃₇₃₃

[>>409249](#)

Remember, Shopkeep said that prices will go up in later shops. So that 50 for the skill line is likely to be closer to 100. Though, I think once the skill line access is purchased, the ability can be bought at any checkpoint.

Anonymous₁₀₀₃₇₃₄

Another rank in absorb would be nice.

redaeth₁₀₀₃₇₃₅

[>>409254](#)

If we do that way I'd rather do armor 5, weapon 6 and abs 3. That would leave us with enough CU to buy the skill line and 40 towards the first rank. Abs instead of body simply b/c last session it earned us 180 points. We absorbed 7 people after all.

Lawyer Dog¹⁰⁰³⁷³⁶

Whoa Alison hold your horsies okay you should see what the shop has before doing anything rash.

You should get +1 armor and get a sweet hat though that is important to do ASAP.

Anonymous¹⁰⁰³⁷³⁷

[>>409258](#)

Alright. I'll change my vote from +2 body, +1 armor, and +1 attack to this.

PervDragon¹⁰⁰³⁷³⁸

[>>409248](#)

Max out absorb, +1 to armor. Save the rest.

The average point value for characters now seems to be in the 200 range, with some at 300+. With those kind of point values, Rank 3 of absorb will fully pay for itself in ~3 kills, whereas Rank 4 will pay for itself in ~4 kills.

I'm wondering if increases in absorption will come with benefits (or drawbacks) we're not expecting down the line, such as a better connection to the "spirits" of the contestants we're absorbing.

Anonymous¹⁰⁰³⁷⁴⁰

Get these numbers to Math, but it's obvious that the cost of weapon rank 10 is already outstripping armor at rank 9.

[>>409258](#)

Seconding this. Armor:5, weapon:6, absorb:3 will leave 122 CU left over to buy into the ranged ability line, hopefully with some left over. That'll open up hit-and-run tactics to us.

Anonymous₁₀₀₃₇₄₁

[>>409248](#)

Oh, and the big guy deserves all the hugs for being so awesome. Well, all the hugs left over after hugging Iso, that is.

Salestax1₁₀₀₃₇₄₂

Wait until we see the shop inv until we get upgrades.

new guy₁₀₀₃₇₄₃

[>>409279](#)

this. we don't know how much buying the ranged ability will cost.

Anonymous₁₀₀₃₇₄₄

Guys we can buy upgrades at any time while in a rest zone inbetween stages. There is absolutely no reason to buy things now without even seeing what the shopkeep has to offer.

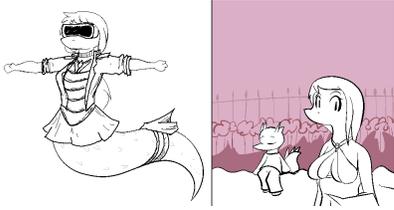


Anonymous₁₀₀₃₇₄₈

Alison moves up to give the Duelist a tight hug. He doesn't know how to react initially, but enough time is given for him to eventually give a gentle hug back.

Alison will wait to see a shop before getting much, but for now she will get a level 5 armor.

The Mathematician gets all the numbers from everyone willing.



Anonymous¹⁰⁰³⁷⁴⁹

With level 5 armor, Alison may get the previous options of a leather jacket, birthday suit, a modification to the leather jacket, or something new altogether.

The garden does not have anything extraordinary like extra lives, but Alison finds a pack of pamphlets labeled 'Stage 3 item shop and basic information.'

She opens it up. There is now **212 CU** to spend.

Stage 3:By Fire

Entrants: 400 (with variance)

Exits: 40[/b]

Shopkeep items:

Ability line access:

Disarm: 50 CU

Double Jump: 60 CU

Weapon Range: 75 CU

Absorption: 40 CU

Scan: 50 CU

Consumable items:

2 HP Tonic: 20 CU

5 HP Tonic: 50 CU

Inventory Space (Second Slot): 200 CU

First Strike: Offense 30 CU, defense 25 CU

Red or White Glove: 50 CU

Glove Scissors: 25 CU

Anonymous¹⁰⁰³⁷⁵¹

I say double jump and weapon range.

Anonymous₁₀₀₃₇₅₂

[>>409291](#)

The update right above you.

Buy weapon range and whatever the hell else everyone tells you to.

Anonymous₁₀₀₃₇₅₄

[>>409295](#)

To be fair, that's not a shop, that's just a pamphlet on shop prices.

O₁₀₀₃₇₅₅

[>>409291](#)

aside, from basic descriptions of break time? the author's own words.

Waiting for the shop keeper is a good idea, but unless he is selling "you and all your friends escape the death trap," nothing is going to be a higher priority than absorb 3. Absorb 2 paid for itself many times over last round.

Googleshng₁₀₀₃₇₅₆

Double jump can only be used once ever, right? Effectively a consumable? Seems like kind of a huge waste.

Long range is incredibly handy, pretty much a must.

Disarm would kinda fit the helpful pacifist theme we have going on the surface, but, people can cause as much or more grief through positioning than attacks, so, screw it.

Do we have any idea what these gloves do?

Beyond that, I say range, absorb, body, in that order of priority.

Anonymous¹⁰⁰³⁷⁵⁷

First, freely distribute the information on this pamphlet.

Then upgrade absorb body, armor and weapon, leaving us enough to get weapon range and have 15 left over.

Anonymous¹⁰⁰³⁷⁵⁸

[>>409299](#)

No, we pay 50 to unlock the skill, 150 to get rank 1 of the skill, then can use it FOREVER, like we do with absorb, or scanner did with scan.

Anonymous¹⁰⁰³⁷⁵⁹

[>>409301](#)

Err, pay 60 to unlock it.

Salestax1¹⁰⁰³⁷⁶⁰

Get absorb rank 3 and buy weapon range. If you have enough now, get the ability weapon range.

Terrec¹⁰⁰³⁷⁶¹

Buy Weapon Range, and ask the pamphlet if it's willing to hook you up with the music ability.

[>>409299](#)

Those are duel gloves. White requires consent, and can be used anywhere, red can only be used in stages at a range of 5 tiles, and the scissors cancel the red gloves.

Anonymous¹⁰⁰³⁷⁶²

[>>409290](#)

We seem to be good at convincing others to kill people, and then absorb to gain huge profit. Considering indirect kills are our main income, we could get Scan and Absorption 3.

Weapon Range seems like it would be most useful when defending a point... as you have to target a tile with it. If you try to step next to someone and attack their tile, they may move and you'll miss.

But mainly I want Absorption 3. And maybe another rank in Armor and Life.

new guy¹⁰⁰³⁷⁶³

hmmm, we might need to bum 3 cu of someone. we are exatly 3 short of being able to buy the ranged attack tree and the first rank in it. I say we see if there is some minor service we can do for the last 3 cu, (I really don't want to borrow from iso again if we can avoid it) ranged attack is a massive game changer as it lets us get the first shot in so long as we are smart about it.

Anonymous¹⁰⁰³⁷⁶⁴

[>>409305](#)

we need to see first if Iso needs some CU for an upgrade, as I believe he doesn't use Absorb. And we really want him to live.

Anonymous¹⁰⁰³⁷⁶⁵

New outfit suggestion, since we unlocked one.

Terrec¹⁰⁰³⁷⁶⁶

[>>409305](#)

We seem to be good at convincing others to kill people

That only applies in the second half of the stages. During the elimination stages, we normally

have to rely more on our personal abilities.

they may move and you'll miss

The attack phase comes after the movement phase, so we won't have to worry about that problem unless they have Double Jump or we're actively trying to keep our distance. Ranks 1 and 2 are more to keep them from getting away and for surprise attacks if they don't know we have it. Once we get Rank 3, then we won't normally even have to worry about the distance; just aim for a spot two platforms away from them, and most opponents will be unable to either touch us or escape.

Oh, and I say we get the birthday suit. Not to fight in, just to tease/flirt with Iso with every now and then. Failing that, >>409310 looks better than the leather jacket thing.

Anonymous¹⁰⁰³⁷⁶⁷

>>409313

We've actually taken off our outfit once. So I don't think we need a naked mode just to tease him.

>>406924

Anonymous¹⁰⁰³⁷⁶⁸

Buy Double Jump and Weapon Range—if we wait to buy them they'll just increase in price at the next stop.

Anonymous¹⁰⁰³⁷⁶⁹

Is this pamphlet the store? If it is, buy access to the ranged ability line, but hold on buying anything else until you see how much the actual ranged attack ability costs. You can still buy abilities after purchasing from the store, right? Put priority on getting absorb rank 3.

Suggesting Alison's new armor form be something that covers a bit more and is classy. How about a long armless black sequin dress, cut to drape the top of her tail halfway down its

length, but not get underneath it, a pair of elbow length black silk gloves, and a gold necklace with a single large diamond set in it.

Terrec₁₀₀₃₇₇₀

[>>409314](#)

Right, right... I forgot about that. What'd she do with her armor, anyway? Did she take it off and leave it laying around where anyone could try to steal it, or can she put it into a pocket like her harp?

[>>409316](#)

This sounds like it'd look nicer than the other one, so I'm changing my armor vote to this.

Anonymous₁₀₀₃₇₇₁

[>>409316](#)

Person who drew this:[>>409310](#) here.

I'm not voting for it, but here's a drawing of your idea.

Anonymous₁₀₀₃₇₇₂

I like the formal-wear idea

Elephant Guy₁₀₀₃₇₇₃

[>>409320](#)

this. also, buy weapon range and nothing else.

Lawyer Dog¹⁰⁰³⁷⁷⁴

You need a sweet hat to go with whatever outfit you get. Sweet hats are key to survival. Sweet hats like Aleister Crowley's hat.

Anonymous¹⁰⁰³⁷⁷⁵

Check the bars on the fence. Why are there bars here? Is it the same instant death void on the other side? Could you remove one possible and squeeze through? Why is everything red now? Can you see any sort of oscillating sine wave pattern anywhere?

Anonymous¹⁰⁰³⁷⁷⁶

[>>409320](#)

Nice! Thanks. It's almost spot on to what I imagined. Shorten the necklace up to about the dress neckline, make the diamond red, and lower the hem on the front a bit, and it's right on the money.

Anonymous¹⁰⁰³⁷⁷⁷

[>>409334](#)

Bam

Anonymous¹⁰⁰³⁷⁷⁸

Duelist is the best. Promise him that if he dies we'll absorb him.

Dirtbag¹⁰⁰³⁷⁷⁹

[>>409335](#)

Man, when this was minimized I thought this had fishnets on the arms
I'd totally vote for this if it had fishnets

But I don't even know why the birthday suit is an option described, we know she can take her clothes off for bathing. Is it details?

redaeth¹⁰⁰³⁷⁸⁰

We should get both dbl jump and weap range skill lines if possible, its a long term goal, probably two stages worth but it would be very very worth it.

Anonymous¹⁰⁰³⁷⁸¹

It's worth noting that while the price of picking those abilities will go up, so will the CU gained from further stages. If we really wanted to go with a whole bunch of unlocks, we could even purchase Double Jump, Weapon Range, and Scan.

Weapon Range would be really good to have, though. It essentially doubles our weapon damage (since we get two chances at attacks while opponents without it get one attack) while giving us a shot at taking people out before they even get to us.

So, my actual recommendation is Weapon Range unlock and Absorption 3, then look into purchasing a rank of Range if the price's viable. Invest the rest into standard body/armor/weapon upgrades.

Anonymous¹⁰⁰³⁷⁸²

[>>409352](#)

I think if she takes off her clothing she doesn't count as having armor. So that option would be like, invisible armor.

Anonymous¹⁰⁰³⁷⁸³

[>>409335](#)

This is pretty

Chrysalis 1003784

[>>409360](#)

Invisible armor, or maybe some sort of thicker armor-plated scales?

If double-jump would provide a way to survive falling from platforms, that would be a huge advantage. I'd say go for that first.

Of course, with the amount of CU available, we could get almost all the abilities there are by now.

EveryZig 1003785

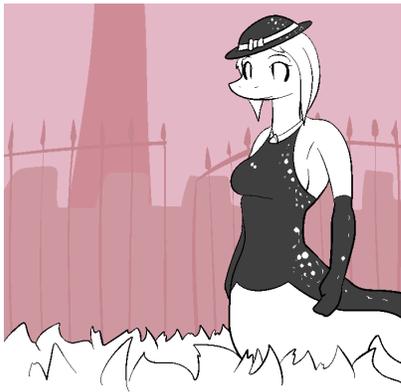
[>>409367](#)

We could get them *available* for those prices, but buying the upgrades cost more. For example, it says here that the actual ability for double jump costs 150 [>>406310](#) .

Anonymous 1003786

[>>409335](#)

Perfect! Thanks!

**Anonymous** 1003787

Removing a gated spike and crawling through, and why are they there?

They may just be not to fall off. They're sturdy and she can't remove them, but she could climb over if she wanted to test falling off. She doesn't.

Pamphlet: shop or no?

It is not the shop, so she will not officially have the bought upgrades until she reaches the island shop.

The garden is about to arrive to the island, so it won't be long.

Is this dress acceptable, and will it have an included hat or no?

Anonymous¹⁰⁰³⁷⁸⁸

The dress is fine. Remove the hat, and don't keep your hair in a ponytail.

Anonymous¹⁰⁰³⁷⁸⁹

Hats are classy, though George Carlin once said "You ever notice that? Any time you see two groups of people who really hate each other, chances are good they're wearing different kinds of hats. Keep an eye on that, it might be important", so you may want to be careful you don't incur hat envy or any other kind of hat-based retaliation.

Lawyer Dog¹⁰⁰³⁷⁹⁰

Ask Iso what he thinks of your super classy outfit.

Anonymous¹⁰⁰³⁷⁹¹

Let the others see the pamphlet, tell the Mathematician how upgrade costs progress to the point where you could get them.

Anonymous¹⁰⁰³⁷⁹²

Keep the hat, yes.

Dirtbag¹⁰⁰³⁷⁹³

[>>409436](#)

I want classy fishnets on the arms :(

Hat's cool

Anonymous₁₀₀₃₇₉₄

[>>409440](#)

Man that isn't even very classy, it's just p hot.

Anonymous₁₀₀₃₇₉₅

Should have made her alternate weapon an umbrella instead of a harp for maximum classiness.

Terrec₁₀₀₃₇₉₆

[>>409438](#)

I'm seconding this, that hat really doesn't look very good on her.

Anonymous₁₀₀₃₇₉₇

Drop the hat, undo your ponytail and let your hair flow down your back, and add silver hair clips to your bangs.

If you do keep the hat, make the brim wider and add silver hat pins.



Anonymous₁₀₀₃₈₀₀

Tell Mathematician point costs

He has gathered all of them, but he also says he has found out the armor formula. It is $(x^{2.7}+15x)/2$ for the total cost for rank x armor. He passes her a notebook with the list of up to rank 20.

[>>/questdis/362185](#)

Ask Iso what he thinks

He thinks that she looks wonderful but she would have to decide on garbage bag armor for him to say anything less.

The garden has docked, and the stars have appeared again.

Alison also promises the Duelist, who stays nearby, that she'll absorb him for sure if anything goes wrong. The duelist thanks her, and says that he may want her opinion on his own clothes someday. Fashion sense is not his strength.

Lose hat

Hat is gone.

Fishnets

Yes/no/all the way through to dress?

Free hair

Yes/no?

Dirtbag₁₀₀₃₈₀₁

[>>409456](#)

Woman you are lookin' *fine*

redaeth₁₀₀₃₈₀₂

I think it would look good all the way through the dress. I also like the loose hair. You look good.

Anonymous₁₀₀₃₈₀₃

Free hair, fishnets 4eva.

Lawyer Dog₁₀₀₃₈₀₄

Fish hair and free nets all the way.

Googleshng¹⁰⁰³⁸⁰⁵

Yeah, connect that netting to the shoulders, maybe smooth out the angle between the hem of the front and back so it doesn't look so much like some sort of anti-apron, and I think you're good to go.

Anonymous¹⁰⁰³⁸⁰⁶

Leave the fishnet where it is, lower the dress hem in the front, and change the line so it makes a shallow inverted "V", and that's it.

Ask Iso if he would walk arm in arm with you as you both depart the flying garden.

Dirtbag¹⁰⁰³⁸⁰⁷

[>>409459](#)

You give him that motorboat by the way?

I said you see him on the otherside you give that fucker a motorboat hug he'll never forget!

Elephant Guy¹⁰⁰³⁸⁰⁸

dunno about the fishnet, but your head is fine like this.

Anonymous¹⁰⁰³⁸⁰⁹

[>>409436](#)

They sure didn't seem to care about you falling off earlier. Are those spires in the background past the gates static, or are they those same oscillating patterns we observed in the final stage (but closer up)?

Also Iso subtly insinuated this, but you are actually wearing garbage bag armor. Hefty hefty hefty!

Anonymous₁₀₀₃₈₁₁

[>>409477](#)

Sounded more like Alison would have to be wearing garbage bags for Iso to say she looks anything less than stunning.

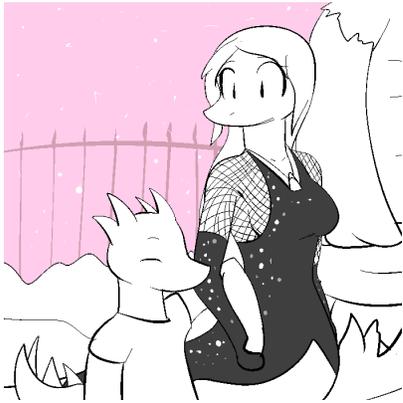
Anonymous₁₀₀₃₈₁₂

[>>409479](#)

It sounds like that because that's what he said.

Anonymous₁₀₀₃₈₁₃

I think Iso should be thanked for the compliment instead of having his words overanalyzed.



Anonymous₁₀₀₃₈₁₄

Alison thanks Iso for the compliment, and invites him to walk arm in arm off into the island, an island that appears to be castle themed. From here, she was able to see a wall, and in the center, the tower to stage 3. Iso would love to walk her, but he will have to find something better when he reaches 5 armor as well, otherwise he thinks that he just detracts from Alison.

Alison can see a map outside of the garden that labels the landmarks of the island. It looks like there is more than just a shop, but first, the Duelist asks Alison if he may escort her as well.

redaeth₁₀₀₃₈₁₅

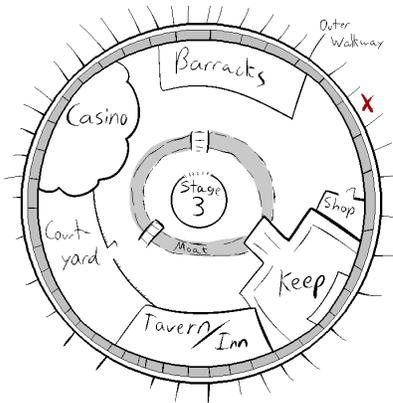
Answer affirmative, lets take both of them arm in arm as we tour this new Rest Area. We'll save the buying for after we look around.

Anonymous¹⁰⁰³⁸¹⁶

Sure. Hang out with the both of them. Look around the new area before heading to the store.

Anonymous¹⁰⁰³⁸¹⁷

Of course we'll accept the Duelist's offer of escort. Place your arm around his, and proceed to the Rest Area map with the both of them. Lets see what's here.

**Anonymous**¹⁰⁰³⁸¹⁹

Iso and the Duelist accompany her, although the Duelist appears to be focused and more concerned with the surroundings than Alison herself.

She isn't sure what the point is to many of these buildings, but they're labeled on a map outside of her landing site marked with the X.

Anonymous¹⁰⁰³⁸²⁰

Stop by each area and see what they offer, then we'll decide on which to do stuff at first.

Try to find if there's a way to get musical talent.

Anonymous¹⁰⁰³⁸²¹

check the casino. save scum until you win the jackpot.

Anonymous¹⁰⁰³⁸²²

Shop first! Then barracks

Terrec₁₀₀₃₈₂₃

Some barracks, a casino, a courtyard, a tavern, a keep, and a moat. That makes, like, six places for extra lives to be hidden.

Let's go by the shop first. Don't forget to ask the Shopkeeper if he can hook you up with the Music ability.

redaeth₁₀₀₃₈₂₄

Ooo a Casino, I wonder if you can get Engie / Math to try and game the system.

What we should do is explore in this order: the Keep, the Inn, the Courtyard, the Casino, and finally the Barracks.

As this Area is a the classic Town before Dungeon theme I bet theres a few chests around here for the explorers. Look for hidden switches especially in the keep.

Anonymous₁₀₀₃₈₂₅

Swing by the Shop first and see if there are any changes or addenda to the list of sale items and prices, but don't buy anything yet. Also, inquire if talent abilities are purchasable, or discoverable at this point or later.

On the way to the Keep, check the sign on the Stage Tower to confirm how many entrants are going in at this point. Then look in each of the buildings and areas in a clockwise direction. Keep a lookout for new books, or a calculator for Math.

redaeth₁₀₀₃₈₂₆

Ya visit the shop first.

Anonymous¹⁰⁰³⁸²⁷

No not the casino. In-game casinos are never a good idea. Ever.

Anonymous¹⁰⁰³⁸²⁸

[>>409512](#)

Except with savescumming, which I don't think we can do. And while playing is a bad idea, going to look isn't.

Anonymous¹⁰⁰³⁸²⁹

[>>409512](#)

If the casino has unique prizes, it might be worth it.

If we could just buy them, I'd suggest doing so, but unique stuff? Worth looking at.

Anonymous¹⁰⁰³⁸³⁰

[>>409512](#)

they are if you have a high luck stat or there's some game that's based more on skill than chance, or if you can win good exclusive prizes.

Lawyer Dog¹⁰⁰³⁸³¹

We have no possibility of being taken down in this safe area, so going straight for the shop is not needed. I think we should try to stay together as a group as much as possible, now that we know that we can really trust all of our buddies and that we can advance in (most, there was that one level that required 2 people dying) rounds with more than the limit for only a reduction of CU. You want to get to know the personalities and powers of your team and bond with eachother.

That being said I think we should split up at the very start in order to check every area at once for anything worthy of note and tell everyone to meet up in like 15 minutes or something at the Tavern to share information. I think we could get some super legit gambling done if

Math or Engi can game any systems that are there, so those two should check out the Casino.

Also, tell Duelist that if he intends to duel anyone here you could use your higher level absorb to help him gain more CU from it.

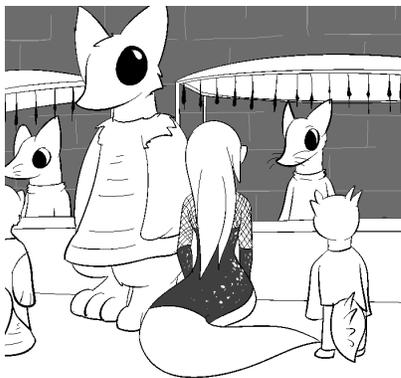
White gloves require consent to the challenged, but can be used anywhere including safe zones. Red glove duels can't be denied, but can only be used in stages at a range of 5 tiles. Glove scissors can be used to cancel a red glove duel.

5 tiles is a huge range and can seriously mess with our tendency to use the power of teamwork to maintain control of stages. I think we should invest in at least one Glove Scissors before we leave the safe area. Lagotrope confirmed in IRC that we can use it to stop a duel on someone else.

Anonymous¹⁰⁰³⁸³²

[>>409518](#)

Was the position of the duel winner clarified? Say, if another player throws down the red glove on Alison, and Alison wins, does she end up her original tile, or the tile of the one who initiated the duel? Either way, Alison should still get a pair of glove scissors. Do they take up an item slot, or a novelty slot?



Anonymous¹⁰⁰³⁸³⁴

Split up team, but head to shop first

Alison gets the Mathematician and Engineer to scout out the casino, while Iso and Duelist escort Alison to the shop. Everyone else will explore the other areas. There are various shop booths this time, each one with an identical shopkeeper.

Shopkeep says the pamphlet is accurate, but when Alison asks about additional things like music talent, the Shopkeeper nods. There are little boons available such as for music, sports and so forth that are all available at the shop on request from now on for a small price due to their practical uselessness.

Music ability will cost Alison 10 CU.

Glove scissors will cost 25 CU, and take up a regular inventory slot. It may be used to cancel a duel (5 tile away from initiator) for someone else.

Was the position of the duel winner clarified?

Shopkeep says that duels are formed and resolved in an instant. The two members will appear next to each other, with full health and armor, and be able to attack until one or both are slain. When the duel is finished, they are returned to their spot with the original health prior to the duel. To the outside eye, the duel would be initiated, then whoever is slain would simply drop the next instant.

Anonymous¹⁰⁰³⁸³⁵

Buy musical talent. Later we can play with Iso (and others if we can get them) for gambling money.

Anonymous¹⁰⁰³⁸³⁶

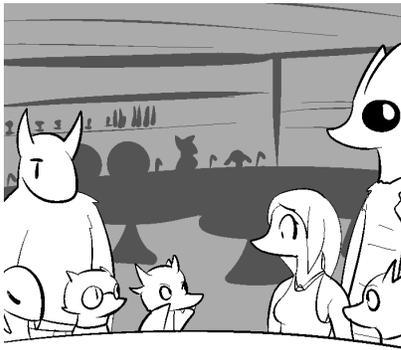
What were we buying? Access to the ranged ability line, and a pair of glove scissors? Yeah. Ask Iso if he's going to get a pair of glove scissors as well. You'll cover him if he's short the CU.

Before buying the musical talent ability, ask Iso or the Shopkeep if it extends to singing. It'd be nice to have Alison sing while Iso plays violin or flute, or they both sing a duet. Oh, and ask if there's one for mathematical or engineering talent.

Remark to Duelist that he somewhat resembles a giant-sized version of the Shopkeepers, minus the whiskers.

Anonymous¹⁰⁰³⁸³⁷

Ah, and also ask the Shopkeep if items dropped in the trials will remain for others to pick up until the end of the trial.



Anonymous¹⁰⁰³⁸³⁹

Alison mentions the Duelist resembles the shopkeep. He replies that he was told that a few times, but is certain it is simply coincidence.

Ask about singing, mathematics and engineering, and if items can be dropped in the trials and picked up later

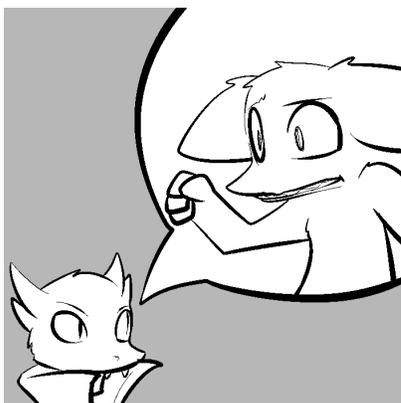
He says that music does extend to singing. There is not a special boon for engineering or mathematics, those are simply given for free through effort and study. Items are able to be traded and dropped for people to be picked up in

stages as well.

Alison has bought music ability for 10 CU.

For now, she heads over to the Tavern to meet everyone. Frills, Strongarm and Spear say the courtyard and keeps are just that, but are abandoned except for us. Frills says he thinks that there are around 450 to 500 people, so there must have been a lot of surplus. Engineer is not surprised, considering the final mechanic.

The Mathematician and Engineer says that the casino is bustling. The Mathematician says that it is mostly competition, such as poker, blackjack and such with other players. He knows something about probability, but can't game a system like a professional.



Anonymous¹⁰⁰³⁸⁴⁰

Engineer adds that the Mathematician doesn't need to be a professional gambler. He just need to not be dumb. Most of the competition is incompetent.

After the 10% to 15 % survival rate last time, and even worse now, people are getting desperate. Many have enough CU to spend, but not enough CU to be confident. They're gambling with everything they've got

for the slightest chance that they can ride easy through the next stage. He saw someone just shake the dice for three minutes, unable to throw them until forced. They are the most desperate, and they are going to be flat broke fast, so if there is any wisdom in gambling, it should be done soon.

Engineer and Mathematician think that they can do decently, and if Alison is willing to lend them CU, Engineer is willing to give her a chunk of the winnings.

Anonymous¹⁰⁰³⁸⁴¹

YES. Fund the Engineer and Mathematician's gambling.

Keep exactly enough to get access to the ranged attack skill line, and give them the remainder.

Anonymous¹⁰⁰³⁸⁴²

yes, definitely chip some money in. Too bad he can't count cards or anything. He should work on that, in case there's more opportunities like this in the future.

Anonymous¹⁰⁰³⁸⁴³

Ranged skill and double jump, use the rest to fund this gambling

Anonymous¹⁰⁰³⁸⁴⁴

Hold 100 CU for ranged ability line access and a pair of glove scissors. Give the rest to Engi. Ask if anyone else is going to chip in. Tell Engi that if he drops below half of the starting CU, he should bail, and good luck.

Dirtbag₁₀₀₃₈₄₅

Oh

I take it no one is partaking in strip poker?

I mean, you did have that idea two stages ago.

Is anyone actually just gambling for fun now?

Totally fund Math and Engie though.

Lawyer Dog₁₀₀₃₈₄₆

Put in all you have, he sounds confident of the advantage, and it's very unlikely that he'll end up actually losing a lot amount of CU even if he doesn't actually gain anything.

Anonymous₁₀₀₃₈₄₇

Stay in the Tavern and try your new music ability with Iso while you wait. Is there a bandstand? If you can, maybe try some food or drink. Once the Casino empties out, there's going to be a bunch of people in here seeing if they can drink themselves to oblivion.

...Yanno, with the mass of desperate people, you could form a cooperation alliance. One where everyone in the alliance will not attack each other, aid one another in the trials, and only fight each other if a trial absolutely calls for it. Once at the end of a level, the alliance will wait for the members, then pile up and exit together. Those with absorption abilities will share their captured CU with those members who help them. Those with scan will share their knowledge with other members. Even with the CU split, it's a fair sight better than dying.

Anonymous₁₀₀₃₈₄₈

[>>409583](#)

I agree. I don't think the two of them will have much chance of losing money against the players Engineer just described.

Anonymous₁₀₀₃₈₅₀

[>>409589](#)

Though, pretty soon the schmucks are going to lose all their CU, leaving the better players. Warn Engi and Math that if things start sliding, take the winnings and run.

Anonymous₁₀₀₃₈₅₂

[>>409594](#)

This. We're funding the exploitation of the desperate. When it starts shifting into serious players, we should take that time to reassess our investments. It might be worth some risk, but we should decide how to handle it at that point.

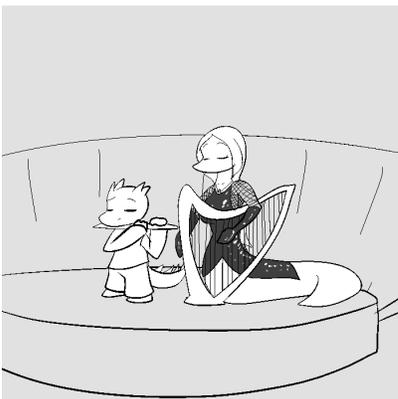
Anonymous₁₀₀₃₈₅₃

[>>409594](#)

Don't bet a load at once, and have Math track their winnings. Once it starts to curve down, that's the point to get out.

redaeth₁₀₀₃₈₅₄

Defiantly keep enough for weapon range and double jump then fund Engineer and Math. Save 20 CU just in case. That would give them about 47 CU to gamble with.



Anonymous₁₀₀₃₈₅₅

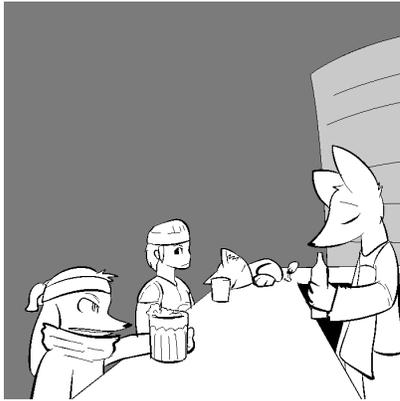
Alison gives them 50 CU, and tells them to be careful and bail if things go south, especially later after only the good players are around. Engineer tells her not to worry about it, he isn't a fool. 50 CU is easily enough to roll well, as only a few people would have that much to begin with.

Get on the band stage

Iso and Alison perform their duets. There aren't rocking solos or intense jams between harp and flute, but it does change the tone of the tavern.

Poker beforehand

Very few people were willing to trust anyone in previous rounds to not just grab the CU pot and take off. Alison overhears some conversations. She can glean that the casino isn't just a locale for gambling, but there are dealers as well, the casino's equivalent of the Shopkeeper.



Anonymous¹⁰⁰³⁸⁵⁶

It's more appropriate that way. The time passes, and the losers start trickling in from the casino, not including those who are already feeling down. The bartender somehow manages to give an apologetic tone to the way he passes the free booze around.

Stories are shared, sometimes from narrow escapes, sometimes of good times. Most company is people feeling sorry for themselves, often entering conversations to contest who has it worst. With possible exceptions, the high end crowd isn't attracted here.

Alison also catches a condescending glance from the occasional patron, and with Iso nor the Duelist are getting any, she can't help but feel it's a personal issue from people she's never met.

Anonymous¹⁰⁰³⁸⁵⁷

bring iso to confront someone that is glaring.

Anonymous₁₀₀₃₈₅₈

You are radically in the wrong place here. You are a person with so much excess CU that you have spent it on things that in no way assist your survival and handily funded a gambling excursion using a fraction of your CU, playing to people who are desperate and trying to drown their sorrows.

Find a nicer place to play your music, look around for where people who aren't doing terribly are gathering, play music there (maybe even try to find more musicians). Try to find people who are well off and willing to be sociable.

But I am curious what people have against you personally.

Also, what does the armory and keep have?

Anonymous₁₀₀₃₈₅₉

[>>409616](#)

probably that blob from the very beginning who you rubbed up against back when you first woke up. that was hilarious, or more likely it's a friend of someone you've killed. Investigate with Iso

Salestax1₁₀₀₃₈₆₀

Nice dress + harp + flute + people who have lost most of their stuff = anger. We should play somewhere else. Maybe the Courtyard? Talk to anyone that seems to have a personal grudge, and do your best to make amends. Kill time and try to not piss off anyone who can kill you.

redaeth₁₀₀₃₈₆₁

Really your not playing for them, your playing for you and Iso. Though It would be nice to have an audience that appreciates you playing. Play a little longer then I guess go wander around. Maybe the keep has a library?

Salestax1₁₀₀₃₈₆₂

Also, I was thinking of Iso playing the violin because it is slightly less highbrow and more a theme of 2 string instruments. (I kind of imagined something like <http://www.youtube.com/watch?v=WF52CET60SA> or <http://www.youtube.com/watch?v=uI5AwS2Uwy0&>)

Anonymous₁₀₀₃₈₆₃

Shiit Math and Engi must be wrecking the place and they're probably bragging all up on how we're masterminding the whole thing to get the heat off them. Is this the best use of their skills? To wreck other fellow players and not the game that makes them do this? Forget playing pretty music you paid for with blood. Let's find a damn way *out* of this place. No not the level. Out of the game.

Anonymous₁₀₀₃₈₆₄

It could also be people that have heard of your exploits in the last stage and don't approve.

Anonymous₁₀₀₃₈₆₅

Yeah we should be working on a plan for later stages or trying to find a way out of the system before it's to late.

redaeth₁₀₀₃₈₆₆

Don't go ask why they are staring at you, thats just going to get them madder.

As for Math / Engie bragging I doubt it. That would see alot of pissed people around. Most likely its simply because we're not depressed and actually enjoying ourselves. These people are facing the very likely fact that they are going to die.

And theres nothing they or you can do about it. And yet here you are, playing music as if theres nothing in the world thats the matter.

Anonymous¹⁰⁰³⁸⁶⁷

[>>409627](#)

[>>409632](#)

I don't know exactly how we'd go about doing something like that, but it probably is about time we started working on something besides surviving the next level.

Anonymous¹⁰⁰³⁸⁶⁸

[>>409633](#)

This. I'd suggest having Strongarm or someone make sure that plant, cat or the bug aren't spreading rumors about us though.

But the important thing is Alison a strong, confident woman, with lots of friends, and enough free time/money to devote it to things that doesn't benefit her, playing to people who are the EXACT OPPOSITE. This is a room full of people who are scared for their life, down on luck with their back against the wall.

She needs, more than anything, to find other well to do people, and socialize with them. People like our friends who won't resent us for not doing as badly as they are.

Anonymous¹⁰⁰³⁸⁶⁹

Start by smashing your harp over your knee!



Anonymous¹⁰⁰³⁸⁷⁰

Strongarm will try to find the source of rumors, but isn't sure anything can be done about it now.

Alison won't address the crowd, but she does want to know about the off looks, especially considering it is only to her.

There is one that is alone at a table, so Alison heads to him. The Duelist is warier of his surroundings again, this time watching Alison's back. Even though she may not be in mortal danger, she realizes that harassment may be possible, though she isn't sure.

The patron's look sours when she gets closer. He asks what Alison wants, and she explains the looks she's gotten. He says he, and others, knows what went on for Alison in stage 2. That she managed to get some cohorts together and slay people for her own loveable little friend. That, in the process, she's swimming in CU. That, and everything that Alison may have theorized about herself looking high brow to people down on their luck.

He tells her she'd better enjoy the safe zone while she can, because people around here have little to lose now in the stage, and aren't too keen of someone so unfairly stronger than themselves. *Especially* a strong person that grants precious stage exits to a group of personal friends.

Anonymous¹⁰⁰³⁸⁷¹

[>>409644](#)

You could argue with him, but what would be the point? Might as well just leave.

Anonymous¹⁰⁰³⁸⁷²

leave. the people mad at you are the ones that don't know the value of friendship.

Anonymous¹⁰⁰³⁸⁷³

We killed what 3 or 4? We gave them plenty of chance to exit together at the cost of lower CU experience and they wouldn't have that. Those people died because they wanted that CU reward more than the survival of others around them. So go on and blame me, you and your buddies would have taken those exits for themselves alone even if it cost each other.

redaeth₁₀₀₃₈₇₄

Nothing we can do about that, nod and leave.

As for the validity of their anger they are wrong. Instead of living just for yourself like them you're using your resources to preserve other lives as well. That is beyond commendable.

Be prepared for people to actively be seeking your death far more than normal. I think that we should use any extra money for a scissoring after the skill lines even if it does delay getting the first rank for them.

Salestax1₁₀₀₃₈₇₆

We killed 5 people and forced 2 to attack another. That is not a lot. We have a group of friends because it works, if everyone else had them, we would all be slightly better off. Don't apologize, but I doubt that there is anything we can do.

Anonymous₁₀₀₃₈₇₇

Don't argue with them. Leave. They're mad because you are doing things you find important. There's no reasoning with such people. They're mad because you value your friends, and because you ended up better off than them.

They'll probably make petty alliances based on dealing with you. These won't be groups of people who trust each other or even like each other. They'll be people who are just scared of you, and of what you represent: A better way of playing, which focuses on teamwork, and supporting your friends.

Head off to a nicer area.

PervDragon₁₀₀₃₈₇₈

[>>409644](#)

Thank him for being honest, then GTFO. He has a point. People are basically jealous, and in this game where people die so easily, you'll probably end up with enemies for both you and any of your close friends.

Go find a quiet area and discuss strategy with Iso and the Duelist. See what their current stats are, and plan how to keep at least Iso alive. Odds are that he'll be a target now, just to spite you.

Also, ask the Duelist if he has a name. :V

Anonymous₁₀₀₃₈₇₉

[>>409652](#)

No, 7 people absorbed IN ONE STAGE is a lot. No lone player could pull off something like that.

Anonymous₁₀₀₃₈₈₀

Well, that was probably inevitable, even though we didn't kill anyone unnecessarily. Actually, that's probably why there's people around to complain about us. Ask him who he heard that from.

I still don't get why almost everyone here seems so averse to teamwork and friendship in the first place. We wouldn't have even gotten into a fight on that stage if people weren't so averse to cooperating despite the clear advantages. Surely they can't all just be jaded because of all the death. Maybe they're too busy being concerned for their own lives to consider it.

redaeth₁₀₀₃₈₈₁

[>>409655](#)

After conferring with both, approach Math / Engineer and Strongarm / Spear to see if they both are willing to continue to cooperate even with the ire you are attracting.

As for Frills I'm still slightly suspicious of him. He's one of the few that could report

such a thing to others and he has both lied to us and bought a scan of us. I suppose its up to you to approach him or not. Even though I am suspicious I say give him a chance since he did stay behind.



Anonymous¹⁰⁰³⁸⁸²

Alison doesn't say anything else to the Patron, and heads out. On the way, she asks the Duelist if he has a name. He says 'yes', but leaves it at that, with little indication he would elaborate.

Someone, smelling of alcohol, comes up to her and calls her something less than savory, saying things less than amiable. His speech is slurred, and she could barely understand it to begin with, but the Duelist didn't take it remotely well. He demands what is his namesake as he swings a white glove across the drunkard, who says he'll kick the duelist's ass. Alison isn't positive how duels work in safe zones, and she thinks she's only been told how they work in a stage. If they allow more freedom here, she may be able to stop it, which should prevent the glove from being used.

redaeth¹⁰⁰³⁸⁸³

I have no opinion either way. As callous as it sounds the drunk is one of the ones who most likely will try and kill you later and if he accepts the duel then so be it.

Anonymous¹⁰⁰³⁸⁸⁴

[>>409668](#)

Don't interfere. The Duelist is defending your honor. It would be rude to both him and yourself to stop him.

Anonymous¹⁰⁰³⁸⁸⁵

This is getting out of hand. It'll gain no favor to kill a drunk, so unless you think it's worth it to remove one more enemy try to reason him out of it. But make a mental note to try to keep things low key and try to fade back into obscurity. Might want to put on your old cloths, they're (slightly) less eye catching.

new guy¹⁰⁰³⁸⁸⁶

he's drunk and scared, no point in killing him over it. not to mention doing so would reinforce our unsavory reputation.

Anonymous¹⁰⁰³⁸⁸⁹

Tell Duelist that you do not need your honor defended with such fervor. If this drunk wants to shout insults and vitriol at you, you can take it.

He's also drunk off his ass, and in no state of mind to accept a duel. It'll look really bad fighting him, because it is. Like Dualist is doing this on your behalf so you can absorb the drunk. You don't want that. You never want that.

Anonymous¹⁰⁰³⁸⁹⁰

Dangit, wasting a white glove on a drunken brawl? Doesn't the Duelist understand that it ends in death, even in the safe zone? There is no way this can possibly end well.

Anonymous¹⁰⁰³⁸⁹¹

Let the duel happen.

~~I like how this is turning into a society. These AI's? They're coalescing into a culture. How interesting.~~

Anonymous¹⁰⁰³⁸⁹²

letting the duelist kill the drunk won't do any good for your or your friend's reps, tell him to back off. There's no reason to be slaughtering each other when we should be preparing for the next stage, and when I say preparing I mean hugging everybody.

Elephant Guy¹⁰⁰³⁸⁹³

tell him there'S no need to waste a glove on a drunken fool.

Anonymous¹⁰⁰³⁸⁹⁴

It would be dishonorable to kill a man for words he said when he was not in his right state of mind.

Terrec¹⁰⁰³⁸⁹⁵

You know, I'm a bit surprised that we're apparently an outlier. I figured gathering more and more friends and allies was the natural progression for the game, not people just forming alliances of convenience and then disbanding once they finished the stage or soloing like these people seem to be implying.

redaeth¹⁰⁰³⁸⁹⁶

That sort of thing is discouraged with the elimination rounds and 1 portal per person stages. Just look at what happened to Catatonic. It doesn't surprise me that cooperating is seen as abnormal, especially to the extent that Allison has taken it. She risked death twice waiting for Iso after all.

Anonymous¹⁰⁰³⁸⁹⁷

[>>409696](#)

I agree with you, but think we might be ahead of the curve. It's only stage 3. A lot of people either haven't had proper time to realize they can do more than scrape by, or, like Catatonic, have made friends, only for it to turn out bad. Like a normal person might have only befriended a single person, and had it turn out like scanner did with us. Where even working together, and acting as allies, she died, and we progressed.

Heck, look at the cat, plant, bug, or the goo guy. Did any of them try talking to others? Did any of them say to themselves "You know what, maybe I should try talking to that huge group of allies. Maybe I could be one of them too."

Heck, we've run into a second group already, Strongarm and Spear. Spear went well out of his way to wait for Strongarm.

Also, so far only about half the people we've met, at most, have had absorption. A lot of non-absorption people are going to be pretty jealous of that clear advantage. Now they have a heavier entrance cost (they have to buy access to the skill, then buy rank 1), and are behind the curve on CU that it gives.

redaeth¹⁰⁰³⁸⁹⁸

Eh since you mention absorption one thing we should do is prioritize levelling it. Being able to overpower others is going to be more and more needed as people buy the skill since its available.

Anonymous¹⁰⁰³⁸⁹⁹

[>>409702](#)

I agree, we should at least make sure it reaches level 3.

Anonymous₁₀₀₃₉₀₀

Why don't we level up Absorption and Bankroll our group of friends into being powerhouses?

Admittedly, I don't like the prospect of Alison becoming such a filthy juden. I think we should continue to try to find others willing to cooperate, and at least inspire other to band together. To teach them the meaning of friendship and the value of security.

I also think of that flute and harp duet sounding like this: <http://www.youtube.com/watch?v=8OSWEHsR98g>

Anonymous₁₀₀₃₉₀₁

Is anyone else concerned by how AI's are able to become drunk?

Or how apparently there are almost no other female AI's?

Or how similar Duelist is to the Shopkeeper?>>[409700](#)

That sort of thing is discouraged with the elimination rounds and 1 portal per person stages.

That's something we can do. Tell people who would like to cooperate with others that almost all stage exists can permit more than one person going through at a time. This misconception should be cleared up.

Hey, Alison, what happens if you give a shopkeeper a hug?

Do you see any other guys around who still have their original Rock form?

Terrec₁₀₀₃₉₀₂

>>[409701](#)

Thanks, since you've put it that way it makes a lot of sense that we've just got lucky. Thinking about it further, last stage started with Alison and Iso as friends and Math as an ally, with several people reaching friendly status before the stage started, and then circumstances let us end up catalyzing into a larger group. With over 440 other participants in this stage alone, there's no doubt a lot of other two or three person groups waiting for the chance to do the same thing.

On a related note, I think we can categorize all of the interperson relationships into

five categories:

- 1) Strangers. People at this level don't really care about one another.
- 2) Friendly. At this stage, people won't be antagonistic toward one another unless necessary and will work together as the situation allows, but don't have any real emotional investment; the Scanner's a good example of this. A number of people in the tavern are likely reaching this stage with one another.
- 3) Allies. At this stage, people have a bit of an emotional investment and will want to work together, but likely won't take any extreme risks or sacrifices for one another.
- 4) Friends. At this point, people have a high emotional investment and will do otherwise stupid or reckless things for the sake of the other person. Encouraging someone to go on without them like Catatonic's friends had done is likely if there's no perceived way of both continuing.
- 5) Antagonists/Threats. People classified as this are those you actively want to get rid of, like guardsman. Alison in particular seems to have been specifically classified this by many, despite the fact that the rest of the group won't just fall apart without her.

You know, those rumors might have a positive side. Someone like Alison will seem like a really attractive ally to everyone that already sees the appeal in that kind of thing.



Anonymous¹⁰⁰³⁹⁰⁵

The Duelist gets blocked by Alison. She tells him to stop, that this is no good. He's drunk, and she isn't so soft that she can't take harsh words.

He's easy to convince, and makes a smile. Alison is thanked again, and he apologizes on behalf of his reflexes. If he had slain someone like that, he would have left the duel feeling nothing but regret.

The Drunkard hobbles back into the tavern, cursing a storm back at Alison and the others.

What happens if you hug the shopkeeper?

Alison wouldn't know why that would be different, but she hasn't tried.

Is there anyone around in their original form?

She hasn't seen anyone like that recently.



Anonymous₁₀₀₃₉₀₆

Alison heads to the courtyard, where there are people more receptive to her. They, too, tell her that rumors have gone around of her actions. Embellished or outright false or not, she isn't alone. There are a few others who have done exceedingly well for themselves, and those who also exit the stage may have seen this and are quick to spread rumors. It is also confirmed that although in stage 3, the final area could not see the garden, the garden could see the final area, and so it could be the plant lady, cat, bugbird or waddler that spread such rumors.

Iso and Duelist share their numbers. Based off of that alone, Iso is woefully behind even perhaps the average, while the Duelist, with protector and absorption, is surprisingly powerful.

redaeth₁₀₀₃₉₀₇

Its all in the absorb... I suggest once we confirm all of our allies we suggest they buy absorb if possible.

If gambling brings enough give Iso CU to buy it and get the first rank if he doesn't enough to do it himself. Suggest to him he avoids combat for now.

In any case lets wait for Math / Engineers results then everyone should head to the shope to buy what they need.

Anonymous₁₀₀₃₉₀₈

Whatever he uses it for, we do need to give Iso some CU, potentially all the income we get from Mathematician and Engie's gambling.

We also should establish a few basic codes to use with friends and allies. Like a one time thing so you can instruct them on where to go without other people knowing what you're actually saying. So if we run into another situation like we did with scanner, we can give secret messages without the risk of discovery.

I'd also like to know if the other well to do individuals formed parties like we did, or if there are just some singularly amazing individuals out there.

Lawyer Dog¹⁰⁰³⁹⁰⁹

Iso has no extra life anymore, we may want to invest in lizard futures if we want to continue having a tiny lizard buddy.

Plus if we get him 5 armor we get to dress him up.

redaeth¹⁰⁰³⁹¹⁰

We should also gather everyone else's stats together and their plans for growth. Ask about skill lines they've encountered as well as items. These next stages are going to be brutal so planning before hand is a must.

Elephant Guy¹⁰⁰³⁹¹¹

[>>409712](#)

agreed, he needs absorb.

Anonymous¹⁰⁰³⁹¹²

It's interesting... the early stages are set up in a "me vs. everyone else" type system, which would disincline people from working together and lead to people directing their progression

like the Guardsman and similar. As they progress, the challenges have become more rewarding of cooperation.

I think the people who are angry are less angry at Alison than at themselves for not picking up on it sooner. Early access to Absorb is also a huge deciding factor, but having a team AND Absorb gives Alison (and others who have done the same) such a large advantage at this stage, while those who tried to push forward alone before now will have problems catching up.

Anyway, seconding giving Iso the CU to buy rank 1 Absorb. Also check with the Engineer and Mathematician when they get back, see if either of them have it.

Chrysalis 1003913

Everyone on the team should have Absorb, if possible, but especially Iso.

The rumors aren't much of a surprise - in a competition, especially a life-and-death one like this, people are going to do whatever they can to make things difficult for the competition. Especially the strongest competition. If people feel threatened by the team, maybe we should consider offering to let them join it.

redaeth 1003914

Hers some team recommendations.

Everyone with Absorption.

1 person should get Scan. If someone in the group wants a scan they should pay him / her cost +1. The Scanner should also setup shop like the previous Scanner did to gain more CU as well. Someone in our group should also record all information he / she gathers for our own use.

1 person should get Disarm. Preferably they use the scanners information and targets the enemy heavy hitter.

Our heaviest hitters should buy first strikes. The strongest should buy offensive and the 2nd strongest should buy defensive.

If there's any CU left over we should all pitch in for 5 pack of heals.

Anonymous₁₀₀₃₉₁₅

everyone with absorb

If you're willing to bet on sticking together as a team, then having only one person concentrate on absorb (i.e. more efficient CU capture) and then voluntarily split the CU may be better, now you're likely to be fighting a few tough opponents rather than many weaker ones.

MrTT₁₀₀₃₉₁₆

[>>409745](#)

excellent point.

Chrysalis ₁₀₀₃₉₁₇

[>>409745](#)

We've still got 500 potential opponents at this stage, though, and people tend to die simultaneously in this game. Having only one person with Absorb means only absorbing one casualty per battle, when there are usually at least two. Also, we tend to get split up at the beginning of each stage, so we can't assume that we'll always be functioning as a team.

Anonymous₁₀₀₃₉₁₈

two people with rank 10 absorb next to each other would suck in 100% of the output of any battles nearby. unless they are large ones between groups. so if us and duelist stick together and both keep our absorbs up we would gain plenty.

redaeth₁₀₀₃₉₁₉

we only absorb 1 person per battle so far no matter the level of absorb... it's possible that will change at level 5 / 10 but with how large the cost between levels is thats a ways off.

redaeth₁₀₀₃₉₂₀

There is also the fact that every stage so far has started with us alone facing strangers for the most part. That CU we gain for passing the first section is needed to face the exit. Having everyone being able to not only gain the exit-chest but their opponants CU will greatly increase our groups chances of surviving.

As of now most of us have managed to survive only thanks to the 1-up we've gotten. Unfortunately most of us have lost that 1-up I think only Allison, Strongarm and Engineer might still have it. Thats why I hoped to find 1-ups somewhere in the garden or the rest area.

Speaking of which we should look in the moat and along the outer-wall.

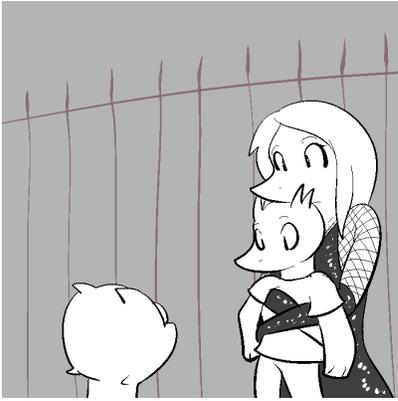
Anonymous₁₀₀₃₉₂₁

Alison... Just how, exactly, do you feel about Iso?

If you feel the way it looks like you feel, then you should probably realize that every time you leave each other, it may be the last time you see him. You should let him know how you feel. Take him to the inn and tell him before it's too late.

O₁₀₀₃₉₂₂

Ask Duelist who he was trying to protect. Protector is not the sort of power one would buy if the plan was simply to go through the trials alone.



Anonymous¹⁰⁰³⁹²³

Ask Duelist who he was trying to protect

The Duelist pauses, and says that that is in the past.

Just how, exactly, do you feel about Iso?

Alison likes him enough to try and make sure he has the best chance of getting through each stage. Beyond that, she isn't sure about exactness.

Alison, Iso and the Duelist discuss their plans and tactics, but nothing solid will be done until everyone else is back.

Alison mentions that someone may be best getting scan. Duelist agrees, as he mentions that soon people may begin getting combinations of attacks such as range and knockback, and scan would be crucial to have. Iso is mostly silent, he doesn't want to think about the next stage too much.

After grinding some more hug-Iso points, the Mathematician and Engineer appear. They say that the casino is cleaned out of desperation, and now it's comprised of nothing but winners. It's still active if Alison wanted to try it out, but they're done. For now, the mathematician offers to give Alison 125 CU, which includes the 50 CU return, saying he'll explain the numbers if she wants to know or doesn't think that's acceptable.

Anonymous¹⁰⁰³⁹²⁴

2.5 times our initial investment. sounds like a good deal.

Anonymous¹⁰⁰³⁹²⁵

250% return? Yeah there's not really any need to ask questions. Even if the mathematician is stiffing us that is still way awesome, plus the mathematician could probably make use of whatever he is holding onto.

Anonymous¹⁰⁰³⁹²⁶

Also something to consider; if there are people who are gunning for us but know we ourselves are pretty strong, there is a good chance that people wanting to do us harm will not actually try to confront us directly but instead go after our (presumably) weaker friends.

Considering Iso has already lost his extra life, and is sort of lagging in points, we might want to give some of the winnings to him so he is not such a target.

Anonymous¹⁰⁰³⁹²⁷

That's plenty, but out of curiosity, how much did they manage to rake in?

Lawyer Dog¹⁰⁰³⁹²⁸

[>>409761](#)

Just accept the 125 and thank him, we don't need to distrust mathbuddy and engibuddy. What's our total CU now? We should spend some of it getting Iso more body/armor, and then giving him a new outfit.

redaeth¹⁰⁰³⁹²⁹

Thank him and Engineer. That's 150% profit, which is more than I expected. If they did skim a little off the top consider it their fee. Give Iso 40-70 of that depending on what he has himself. The rest shall be for us / helping others cover costs. Explain we're going to have a planning session as soon as we gather and confirm if everyone is going to join us.

While we wait I have an idea. Let's try meditating to communicate with those we absorbed. And since Math has been absorbed by us it might be a way to communicate too. Pity we didn't choose Spear to absorb instead of Dagger.

Anonymous₁₀₀₃₉₃₀

[>>409765](#)

I dare say we give him 72 points to raise his body and armor to five each.

Anonymous₁₀₀₃₉₃₁

Also get who the other big winners in the Casino are. They're going to be trouble in the next stage. Might want to seek them out and talk non-aggression or cooperation pacts.

Definitely want to get everyone together for a meeting to share abilities, CU amounts, and plan for the next level.

Trout₁₀₀₃₉₃₂

[>>409770](#)

I'll go with this.

Also, tussle Iso's... frills?

Anonymous₁₀₀₃₉₃₃

Might want to get Iso enough CU to get absorption 1. Also seconding frill tousling.

Anonymous₁₀₀₃₉₃₄

I'd love to help Iso out as much as possible, but with a huge group of people hating us, we should probably get either ranged attacks or double jump. Not just get access to it, but buy rank one of one of them. That will give us a huge survivability and strategic advantage.



Anonymous¹⁰⁰³⁹³⁵

Mathematician and Engineer say that they pooled in 40 of their own CU, and ended up with about 300 in total. Engineer wants to keep 150 to split between them, and thinks it's fair, if outright generous, to give Alison that much. She doesn't have any complaints whatsoever, and thanks them greatly.

The mathematician brings out a handful of CU at a time, and hands them to Alison. On the third handful, someone leaps out of the bushes and intercepts that batch!

It looked like it was somewhere between 30 and 50 CU.

The Bandit, as he waves through the interception, says that it sure sucks there's no proper trade system here.

Anonymous¹⁰⁰³⁹³⁶

>>[409761](#)

After grinding some more hug-Iso points

How many of those do we have now?

>>[409747](#)

people tend to die simultaneously in this game. Having only one person with Absorb means only absorbing one casualty per battle, when there are usually at least two.

I absolutely agree, So many times has a potential ally died to destroy a monstrous opponent in our name, leaving so much CU wasted.

Anonymous¹⁰⁰³⁹³⁷

Duelist, kill his ass.

Anonymous¹⁰⁰³⁹³⁸

Use hair to catch thief.

Dirtbag¹⁰⁰³⁹³⁹

Red Glove that son of a bitch

Elephant Guy¹⁰⁰³⁹⁴⁰

now this is a man who is sober and of clear mind and is being an asshole in a way that actually harms you quite a bit. duel that fucker. failing that, hug him into oblivion while everyone else collects the stuff.

Anonymous¹⁰⁰³⁹⁴¹

[>>409778](#)

A bandit!

He will not be joining our band, he is already his own master.

We could make an alliance of mutual respect, where if he doesn't steal from us in future levels, we'll try to make sure he stays alive, though that will likely enrage others.

Such a resourceful being, too bad that being friendly would result in losing many other opportunities for alliance.

Duelist, grab that creature.

redaeth¹⁰⁰³⁹⁴²

[>>409777](#)

That really depends on how much it costs.

[>>406310](#) Says mid-air jump would cost 150 points and weapon range is probably comparable as it's a game changer.

We currently have ~275 CU. If we buy Weapon range and immediately level it (75 + 150) we would have 52 left over. I suppose we could do that and wait till the next stage to get double jump though its probably going to be 100 points then. We still need to give Iso something to help him out otherwise he will not survive no matter what. Absorption is something that gives him more options as we progress, even level 1 at this stage will help him immensely.

Anonymous₁₀₀₃₉₄₃

FUUUUU!

Now Duelist can slap this guy with this white glove. The Bandit won't accept the duel, but it'll be something.

Collect the fallen CU coins and count up how many were stolen.

Perhaps the Casino can be used as an impromptu system to safely transfer CU. Have the two people transferring CU enter into a game of poker. One antes up the CU to transfer, then immediately folds, leaving the pot for the recipient.

redaeth₁₀₀₃₉₄₄

Use your hair to restrain him then coil around him. Once hes still grab all you can. White Gloves will be useless as he can just refuse. Whisper in his ear as menancingly as possible that he does not want to make an enemy of us. Every other one who did is dead. If he gives back what he stole we'll consider bygones to be bygones.

Anonymous₁₀₀₃₉₄₅

Catch bandit with hair, have friends gather any scattered CU.

Anonymous₁₀₀₃₉₄₆

We should check with the shopkeepers to see if stealing cu is allowed or another bug in the system.

Lawyer Dog¹⁰⁰³⁹⁴⁷

Hitting him with the white glove probably won't result in a duel but it should at least make him pause and let you surround the bandit with your group to prevent him escaping.

Anonymous¹⁰⁰³⁹⁵⁰

get duelist a red glove for emergencies.

**Anonymous**¹⁰⁰³⁹⁵¹

Alison manages to grab up as the Duelist slaps him with the white glove. She's pretty sure that the white glove doesn't actually need to be used in a slap, but she won't complain. He tries to yank the CU back as well, but the Bandit has already pocketed what he can.

The Bandit, unsurprisingly, does not accept the duel.

Red glove

Those only work in stages.

**Anonymous**¹⁰⁰³⁹⁵²

Much like Frill's experience with grabbing the Guardsman, restraining the Bandit against his will ended up in a teleport out of Alison's hair to a nearby spot. There's no surprise by the Bandit at this, and he begins running off to the tavern. Duelist catches on quick as well, and chases him.

The Engineer says it's too late, the lost CU is already in the Bandit's pocket space. He dropped a fair bit in the

process, and Alison only lost about 23 CU in the end. The Mathematician feels bad over being so careless, and adds in 10 of his own CU winnings to help reimburse the loss.

Alison now has **259** CU she may spend.

Iso also has 22 unspent CU.

Anonymous₁₀₀₃₉₅₃

[>>409800](#)

Give enough CU to Iso that he can afford Absorb and maybe a few other things, dude needs it, then follow the duelist and let him know chasing the Bandit is pointless now. Also thank him for his gallant effort in getting the CU back.

Anonymous₁₀₀₃₉₅₄

We could afford to get Iso started with rank one absorption (give him 48 CU), and get rank 1 mid-air jump for ourselves.

I say we do that.

Anonymous₁₀₀₃₉₅₅

[>>409798](#)

Anonymous₁₀₀₃₉₅₆

[>>409805](#)

Don't the gloves take up one inventory slot, or is that just the glove scissors? Duelist might need another inventory slot to have more than one glove type.

Anonymous₁₀₀₃₉₅₇

[>>409804](#)

I'm not sure if i want mid-air jump or a larger attack range.

Anonymous₁₀₀₃₉₅₈

Did Iso pick up the reading and writing ability at any point? If he didn't, chip in 15 CU to cover that.

Anonymous₁₀₀₃₉₅₉

[>>409807](#)

I would prefer longer attack range, but the advantage of doing it with double jump is we can then afford to give Iso absorption 1.

If we instead just buffed his body/armor, giving him say, 25 CU, we could probably afford ranged attacks.

Anonymous₁₀₀₃₉₆₀

[>>409809](#)

yeah, ok, if we can't give Iso enough CU unless we take something other than ranged attack then I vote for giving Iso the CU. I like our lizard buddy too much to risk him. Still worried about how he will do alone in the next stage though, absorb doesn't level up his armor or anything of the like, he will still be squishy at first.

redaeth₁₀₀₃₉₆₁

Give Iso 48 CU, that will cover both the line ability and the first rank. Buy both dbl jump and weap range. That will leave you with 71, about half of what you need for the first level of weap range.

Anonymous₁₀₀₃₉₆₂

[>>409814](#)

Going this way, where we buy both, I'd suggest getting absorption 3, so we can be sure to win contested absorptions, and get all of the upgrades faster.

Anonymous₁₀₀₃₉₆₃

Tell Duelist to let the Bandit go. Can't do anything about it but remember to do CU transactions in a more open location in the future. Thank Math for making part of it up to you.

Iso needs body and armor, so give him at least 47 CU to cover purchasing body rank 4 and armor rank 5, putting him on par with Alison. Maybe more to raise his armor up higher.

It'll be 70 CU total to get absorption rank 1 for Iso. 40 to buy into the ability line, 30 for the first absorption rank. If that's too much for now, just get the access to the ability line. Does Math have a special ability? Maybe he should buy access to the scan ability line.

Alison should buy access to the ranged attack ability line now. If she gives Iso enough to cover buying absorption rank 1, then she'll have 89 CU left over after getting the access. If Iso only gets the access to absorption, then she'll have 119 CU to put towards getting the actual ranged ability.

Anonymous₁₀₀₃₉₆₄

[>>409814](#)

"48 CU?" That won't cover the buy in and purchase of absorption 1. See the current level shop [>>409290](#), and here [>>406535](#) for the cost of absorption 1.

Dirtbag₁₀₀₃₉₆₆

Did you get the white glove back?

Get a red glove eventually, that guy will be on everybody's shitlist soon and you can earn

respect back if you take him out, or be villified by killing off your opposition for a small incursion.

Who knows, you had selfish bastards who only care for themselves and would backstab a friend criticism you for what you did for Iso. These people aren't thinking with reason.

redaeth₁₀₀₃₉₆₇

He has 22, rank 1 abs is 30 and to get the skill line is 40. $22+48 = 30+40 = 70$

Anonymous₁₀₀₃₉₆₈

[>>409822](#)

Ah, right. I didn't catch that 'cause I totaled Iso's and Alison's CU together before doing my calculations.



Anonymous₁₀₀₃₉₆₉

Iso mentions that he has gotten access to absorption after all, so he just needs 30 CU to get the first rank. Alison give him 8 CU, that, and 25 for armor 5, totaling 33 CU given. Iso now has absorption rank 1 and armor rank 5.

Ruffle his frills

Done.

Number of hug-Iso points.

She doesn't know but she is winning the most.

Call the Duelist back

He comes, and says that, oddly, he didn't keep the money. He ran to the tavern entrance, yelled 'courtesy the snake lady!' and tossed all of her CU in. There is now a barfight, but given the locale, no one is really getting hurt.

Get who the big casino winners are

Strongarm and Spear offer their services on that front, and scope out other rumors besides just Alison.



Anonymous₁₀₀₃₉₇₁

In the meanwhile, Alison gets level 3 Absorb for 66 CU, which leaves her with **150 CU**.

She will go to the shop, but now that Iso has rank 5 armor, he can change his armor, and he would like Alison to decide for him.

redaeth₁₀₀₃₉₇₂

Guess Thief was just pissed at us for taking advantage of the desperate. Alright spend the rest on dbl jump and weap range. That will leave us with about 21 CU. Unless we want to save double jump till the next Rest Area, then we would have 80. I still say get both since abs should give us quite boost.

We keep on sending off peeps to do things and forgetting to consult with them on strategies / tactics hah. Speaking of other people we haven't heard from Frills in a while.

Ficus₁₀₀₃₉₇₃

I think this would be a good look for Iso.

Anonymous₁₀₀₃₉₇₄

[>>409837](#)

You left his tail naked you filthy pervert

Dirtbag₁₀₀₃₉₇₅

[>>409837](#)

Oh fuck it I was about to reinstall GIMP and do my own buy saw this classy motherfucking thing and it's just a crime to even compete against such fashion

Lawyer Dog₁₀₀₃₉₇₆

[>>409837](#)

Yes, Iso will be the most fashion.

redaeth₁₀₀₃₉₇₈

Ya thats perfect for him, personally I think the tail is fine the way it is.

Anonymous₁₀₀₃₉₇₉

Head on to the shop and buy access to the ranged attack line, then see how much it costs to actually buy ranged attack rank 1. Maybe consider giving Iso 22 CU so he can bump his body rank up to 4, so he'd be par with you.

[>>409837](#)

This is most excellent; I can hardly think of anything to change or add. Perhaps work in a small diamond of the same shape and color as the one in Alison's necklace. Like a pin in the breast pocket or lapel, or as cufflinks.

Anonymous₁₀₀₃₉₈₀

[>>409833](#)

Tell Iso how much you like this look and give a wink. *Mrowrr!*

Anonymous₁₀₀₃₉₈₂

Also, if you decide on the suit, consider taking Iso ballroom-dancing with you. You'd both be dressed for it.

**Anonymous**₁₀₀₃₉₈₃

Compliments are given to Iso's new clothes, and they stroll together to the shopkeeper.

Did you get the white glove back?

The gloves are only used if the duel happens properly.

Check with shopkeeper if stealing CU is legit

He answers yes, if it is brought out of pocket space into a more physical form, then it may be stolen as with anything.

Is hugging the shopkeep any different?

Alison doesn't hug just anyone at random, but from her interactions with dealing with the shopkeeper, he doesn't appear any different from anyone else.

Alison buys the attack range ability line access for 75 CU.

She has 75 CU left over. She can buy the double jump for 60 CU, and there is also the prospect of getting the glove scissors for 25 CU, or simply saving as much as she can to get rank 1 in Range.

Range Rank 1 costs 100 CU.

Lawyer Dog₁₀₀₃₉₈₄

Give Iso 22 for getting another rank in Body, and buy some glove scissors.

redaeth₁₀₀₃₉₈₅

double jump.

Ficus₁₀₀₃₉₈₆

Access to double jump.

Anonymous₁₀₀₃₉₈₇

Get a pair of glove scissors. A person targeting you or your allies with a red glove in the next level could screw you all over. Also pass Iso 22 CU for a body rank upgrade, after checking there's no thieves around.

Ask the Shopkeep what happens to him and the Rest Areas once everyone enters the level. Does it all just blink out of existence until the next group comes along?

Anonymous₁₀₀₃₉₈₈

Ask Iso if he found any other ability chains he forgot to clue us in on and then buy glove scissors before giving the rest of your CU to him for the next absorption rank for the same reason you took rank three. If he has another skill he found though, make sure to consider that before having him spend it on absorb.

PervDragon₁₀₀₃₉₈₉

[>>409852](#)

Find out more about DISARM before buying anything more. Ask how long the effect lasts, if it replaces a standard attack, etc.

Dirtbag₁₀₀₃₉₉₀

[>>409852](#)

Pet shopkeeper, scratch behind ears

new guy₁₀₀₃₉₉₁

we are making enemies, and we can't afford to buy the first rank of an ability tree, lets get the glove scissors for now.

Anonymous₁₀₀₃₉₉₂

I'd say wait to purchase double jump right as you need it if that's possible. Ask shopkeep if you can buy it in a split second then use it when you have to have it.

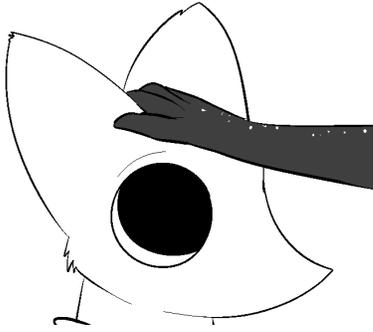
redaeth₁₀₀₃₉₉₃

Mmm, you can only buy it at the shop and can only allocate CU to an ability in a rest area or a checkpoint. It is possible to find skill lines in chests but they still take CU for the first rank.

Anonymous₁₀₀₃₉₉₄

[>>409873](#)

If we can't spend it like that then get glove scissors.

Anonymous¹⁰⁰³⁹⁹⁵

Ask the Shopkeep what happens to him and the Rest Areas once everyone enters the level

He says he doesn't actually know. He's independent of the rest of the shopkeep's that look like him, but otherwise he has no idea.

She buys the glove scissors, and gives Iso 22 CU to get a 4th rank in body. She now has 28 CU remaining.

Only Iso and Duelist are around her at the moment, and she has nothing immediate to be done now.

She still may wish to explore the moat, keeps or barracks, or possibly find a way to communicate with people she's absorbed.

Pet the shopkeeper

He wonders if that is appropriate, while Alison confirms there is nothing unusual.

Anonymous¹⁰⁰³⁹⁹⁶

Search your soul and ask Scanner and Comatose how they are doing in there.

Ficus¹⁰⁰³⁹⁹⁷

find a way to communicate with people she's absorbed

This. Very much this.

Dirtbag₁₀₀₃₉₉₈

Aww

I thought maybe he'd be tapping his leg repeatedly against the ground when you got behind his ears

He's adorable

redaeth₁₀₀₃₉₉₉

Both of them. I do like the idea of communing with the absorbed. Finding hidden things is also important however.

Anonymous₁₀₀₄₀₀₀

Go find Math, Engi, and maybe Frills, and ask them to split up with Dualist to search the Barracks and Keep. Say that they could try measuring all the rooms to find any secret rooms or dead spaces that may contain something. You and Iso will search the Moat. Your snake-like form will make swimming easier than the others. You'll meet back up in the Courtyard.

After all that, take some time to try and commune with those you've absorbed. You've got the time.

Anonymous₁₀₀₄₀₀₁

[>>409879](#)

Ask the Shopkeep before you leave if he could share any information on how much of what the players have been buying from the shops. No specifics on who bought what; Just general statistics. At the least, could he say if anyone else bought a talent ability.

new guy₁₀₀₄₀₀₂

we should ask the shop keeper if he knows how many stages there are, or at least how many different stage 2's there were.

PervDragon₁₀₀₄₀₀₃

[>>409884](#)

This.

And please please please ask about the DISARM ability. :V

Anonymous₁₀₀₄₀₀₄

petting not unusual

No kidding. We hug and/or pet just about everyone we meet, including enemies. I'm surprised we haven't gotten more funny looks over that.

And I second this idea:

[>>409881](#)



Anonymous₁₀₀₄₀₀₇

Everyone else will search the barracks and keep while Alison and Iso go to the moat, followed by trying to communicate with those absorbed.

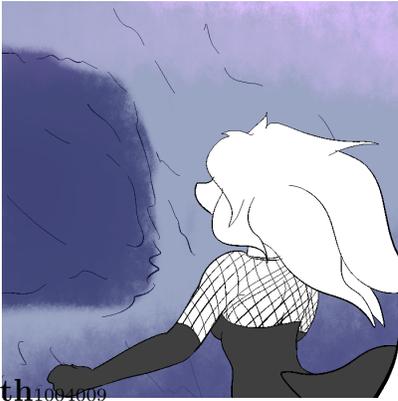
Ask the shopkeep more things about things that aren't items

The shopkeeper says he doesn't know!

Ask about Disarm.

Disarm is used prior to an attack, but it uses up the user's own attack. It lasts for as many rounds as the Rank.

The moat is just that, there doesn't appear to be anything special aside from some fish that swim in the water. Still, it makes for a nice walk.



redaeth1004009

Anonymous¹⁰⁰⁴⁰⁰⁸

She takes a swim anyways while Iso is left above water. After swimming about halfway around the circumference, there is a hole that goes into where the stage tower would be.

Secret get. Well lets explore.

Anonymous¹⁰⁰⁴⁰¹⁰

Make sure you don't drown. Explore further.

Ficus¹⁰⁰⁴⁰¹¹

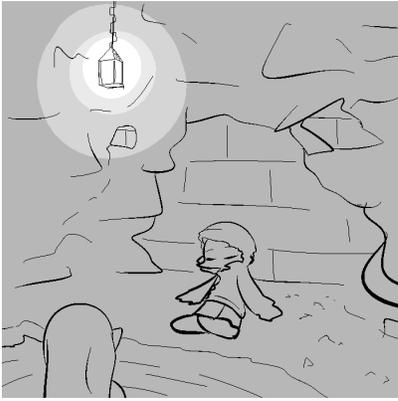
Quickly surface, whisper to Iso what you'll be doing, and go investigate.

Anonymous¹⁰⁰⁴⁰¹²

SECRETS HO!!!

Anonymous¹⁰⁰⁴⁰¹³

Surface, get Iso's attention, and say you've found an underwater tunnel that leads under the Stage Tower. Unless Iso wants to come with, you're going to explore it. Maybe it'll be a secret message left by the architect of this place.



Anonymous¹⁰⁰⁴⁰¹⁴

Go in

Alison lets Iso know, and dives back in. She doesn't appear to have any need to breathe.

It isn't a long swim until she resurfaces in a small alcove. There is already a light coming from the ceiling, and someone inside.

Googleshng¹⁰⁰⁴⁰¹⁵

Check him out, make sure he's OK?

redaeth¹⁰⁰⁴⁰¹⁶

Greet him, ask who he is and what hes doing here. Look around the chamber.

Anonymous¹⁰⁰⁴⁰¹⁷

OK this could be very touchy. Perhaps a former object had not felt confident and hid instead of going on to the next stage. Discovering him would not be something he would welcome. However this does pose a possible solution for Iso. (Not for you Allison you're too high profile to go unnoticed.)



Anonymous¹⁰⁰⁴⁰¹⁸

Look around

Rock, stone and water.

Alison pokes him, and he stirs. He asks what she wants. He's trying to sleep alone, and can't afford an inn room.

redaeth¹⁰⁰⁴⁰¹⁹

Introduce yourself. Poke the bricks, look for levers or buttons.

Then apologize for disturbing him, you're exploring hoping to find something to give you and your friends an edge. Say you'll leave him to his rest.

Anonymous¹⁰⁰⁴⁰²⁰

Ask if there's room for two to sleep down here.



Anonymous¹⁰⁰⁴⁰²²

Alison introduces herself and starts poking around, but the Recluse tells her that he's already searched everywhere trying to find a place deeper in. He asks what she's trying to find, to which she answers with anything to give her and her friends an edge. Alternatively, if there is room for two people to sleep down here, but if not, she'll leave. He says he wants to be left alone, and that inn rooms only cost 1 CU per person. In addition, that if she has friends, to make sure and absorb them at least

once.

Ficus₁₀₀₄₀₂₃

Thank him for the advice, give him 1 CU, and leave.

redaeth₁₀₀₄₀₂₄

Ask him why he says that.

Anonymous₁₀₀₄₀₂₅

Why does he say to absorb them? So that a part of them will live on within you when they're inevitably killed?

Do pass him 1 CU, ask his name, and thank him before you part ways. Oh, and ask what's the benefit to staying at the Inn, other than it being comfortable.

Anonymous₁₀₀₄₀₂₆

"Funny story, that."

**Anonymous**₁₀₀₄₀₂₇

Alison tosses him 1 CU. He says he's seen enough of those coins, but he can spend it on a room, and thanks Alison. When asked, he says the benefit is that it is impossible, so they say, to disturb someone in their own room. It is a room that exists in its own space, so to speak.

Ask his name

He says he's been called the Collector in the past.

As Alison goes back into the water, she asks why he told her to absorb her friends. He asks her if she's ever slept before, and she says no, only laid down for a bit.

He says that he's surprised that more people don't figure out that even if they don't need it, they can sleep. And they dream the same dream. There's the finish line, the world after the stages. Freedom, that is, and all of Alison's 7 absorptions are there, he explains.

redaeth₁₀₀₄₀₂₈

Thank him again. You now have something to do afterword you do your planning session / meetup.

His number is off, we've absorbed 9 people so far but the last stage did see us absorb 7. Ask him how he knew that.

Ficus₁₀₀₄₀₂₉

I think we should try this out.

But first, say goodbye, and inform our friends about this new information.

Anonymous₁₀₀₄₀₃₀

...Wait. How does he know it's seven? Just from the stories going around?

Thank him for sharing that, and that if you meet in the level, you'll help him get out if you can.

Head back to your friends and tell them what Collector told you, then head to the Inn. See if you can share a room with Iso, and get Duelist one too.

Lawyer Dog₁₀₀₄₀₃₂

You should get a room to sleep in yourself, possibly with your whole group of buddies in a single room. You could have a radical sleepover where you have a fun pillow fight before seeing some of the people who have died in front of you. Catatonic, Guardsman, Scanner, Spear, Spider, Flyer, Lizard, Pickaxe, and Pacifist will be in your dreams.

Ficus₁₀₀₄₀₃₃

[>>409918](#)

And to my knowledge, only scanner and cloak were there for us absorbing scanner. And neither of them exactly talked to others about it.

So if it's because of rumors, this number should be 6. Unless they're counting Cyclops, who Engineer absorbed.

**Anonymous**₁₀₀₄₀₃₄

Alison mentions the number is off, and he corrects himself to 9. Alison asks how he knows, and he says that scan is significantly better after one gets a few boons attached to it. If she wants to know more, than she should ask Scanner.

After taking her leave, she heads off to purchase a room before locating the rest of everyone. The tavern is emptier now, and no strangers pay Alison any mind.

The barkeep says it's 1 CU per person, and each person can have their own room or share another.

Ficus₁₀₀₄₀₃₅

Ask if additional occupants can be added later to an already purchased room.

If so, get a room. If not, put it off until talking to our friends.

redaeth₁₀₀₄₀₃₆

Ask the barkeep if you can invite others into rooms for private meetings. If not we'll use them anyway. Sleep will probably do us all good.

Theres you, Iso, Duelist, Math, Engineer, Strongarm, Spear and maybe Frills so pay him 7-8 for your group. Whether they share rooms or not should be up to them but you'll pay for it. I wonder what Frills has been up to, we haven't heard from him since we got here.

Anonymous₁₀₀₄₀₃₇

You're definitely going to share a room with Iso, drifting off to sleep snuggling him like a teddy bear, but do check if room sharing can be changed freely among those who have paid.

Ficus₁₀₀₄₀₃₈

[>>409937](#)

I'm a little doubtful about the benefits of having Iso sleep right now.

For him, he'd get to see the finish line alone. The place beyond all this, his freedom. And he'd be alone.

Anonymous₁₀₀₄₀₃₉

[>>409937](#)

Yes...snuggling...that's what they'll be doing.....



Anonymous¹⁰⁰⁴⁰⁴⁰

Can room sharing be changed freely after paying?

Yes, any room can be visited by anyone who has paid for any room, so long as the roomholder consents. If Alison is to pay for everyone, she may allow them free reign into anyone's room within the group.

Alison gives an even 8 CU in case Frills wants a room, and Alison and Iso enter their own room to see what it looks like.

Ficus¹⁰⁰⁴⁰⁴¹

So here's the todo as I see it.

Talk to Iso about dreams, and what it'll be, sp he can decide if that's what he wants. Reinforce you'll still be here for him.

Sleep with Iso, however you two interpret that.

See if Pacifist likes you anymore now that he's in your head, or if the Guardsman has chilled out.

Talk to Scanner about Boons. Talk to Catatonic.

Anonymous¹⁰⁰⁴⁰⁴²

You should probably let the others know about their rooms before you settle in.

Lawyer Dog¹⁰⁰⁴⁰⁴³

Catatonic might still be able to use his extra life to come back if we were to give him a reason to, we know that coming back can be delayed at least a little bit, but post stage completion might be too much. Ask him about his friends and if anyone happened to absorb them.



Anonymous¹⁰⁰⁴⁰⁴⁶

Alison heads out to find everyone, and it doesn't take too long. The barracks had nothing interesting in it, although there were people sparring in it, and Duelist took part. There doesn't seem to be any point aside from learning how to fight, and really fight, not throwing weapon ranks at one another.

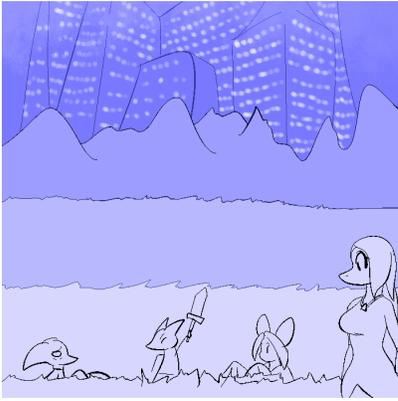
The keep didn't have much in it. It had empty rooms that may have made okay privacy, but there were still people poking their heads around. Perhaps most notable was someone who called himself the King, sitting on the empty throne with a crown that he made out of sticks and dirt outside.



Anonymous¹⁰⁰⁴⁰⁴⁷

Alison shows everyone their room, which appears to be a single door in the tavern's second floor that seems to act as a portal, putting everyone in the room they think of to enter.

For now, Alison and Iso stay alone while the rest of everyone is left to decide what to do. Iso would like to try sleeping with Alison, in the literal and innocent fashion he adds, as well. It doesn't take long for either one to fall asleep.



Anonymous¹⁰⁰⁴⁰⁴⁹

The Guardsman, Scanner, and Catatonic look around with bewildered surprise. Alison can feel that others are around as well, but these are the three in the immediate vicinity.

The first one to break the silence is the Guardsman, who realizes that he can speak.

Alison already knows at least a few topics, but they appear confused as to where they are. Not as though Alison has much of a better idea.

Ficus¹⁰⁰⁴⁰⁵⁰

Start by telling them what the Recluse told you, at least as it relates to what this place is.

Explore alongside Catatonic and Scanner. Talk to them as you do so.

Elephant Guy¹⁰⁰⁴⁰⁵¹

I wonder if this Scanner is the same as the 'real' Scanner, or just a copy.

tell 'em you went to sleep and this happened.

Chrysalis¹⁰⁰⁴⁰⁵²

Ask the Guardsman why he was such a j- why he was so hostile when he was alive.

Ask Scanner what she knows about the Scan ability, particularly higher levels of it.

Ask all of them if they know what this place is, though that seems unlikely, given their reaction. Ask where they've been since they died, if anywhere.

Ficus₁₀₀₄₀₅₃

Oh yeah, specific questions.

Ask scanner about boons.

Ask Catatonic how he feels about all this. Dispense hugs, as to enforce an early lead in Catatonic hug points. Ask Scanner too.

Find out if our previous enemies are less antagonistic now.

See what it was like for everybody when you were awake.

redaeth₁₀₀₄₀₅₆

What would be interesting if absorbs iterated, we absorbed Pacifist and Guardsman who absorbed Duelist and Math respectively. Plus there were all those Gaurdsman, Duelist and Pacifist absorbed as well.

Anyway questions to ask,

Boons.

How each of them are doing and whats it like being dead.

What they would like to do now that they aren't in struggle to survive. Is there anything Allison can do to help with that. One has responsibility to ones dead.

If they would like to walk with her while she explores this place and talks to the others.

I'd also apoligize specifically to Scanner about not being able to keep her alive.

Anonymous₁₀₀₄₀₅₇

hug everyone, you've been sorely lacking the in the hugs department

PervDragon₁₀₀₄₀₅₈

[>>409964](#)

Simply explain that they were absorbed by you when they died in the game grid. You're not sure exactly what's going on, but as long as you survive, they survive with you.

Gently hug scanner, pat the guardsman, and hug the crap out of catatonic. ;- - ;

Ask them if they have any help they can give you.



Anonymous₁₀₀₄₀₅₉

Hug scanner

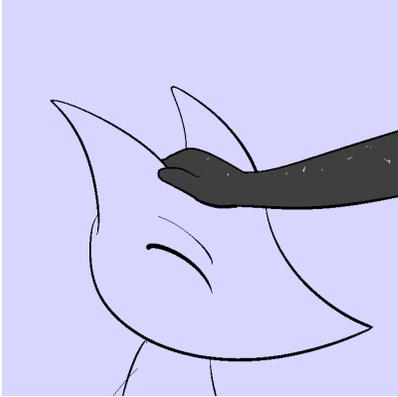
Greetings are exchanged, and Scanner asks if Alison died too. When answered no and given the details of what the Recluse said, Scanner says Alison looks like she is doing very well for herself.

Ask about boons

Scanner explains that there are boons, and they aren't very expensive. She didn't explore them well enough what with the dying putting an end to it, but there are ones to simply see all of the stats, or to see how much total CU the person is worth, how many they've absorbed, and just about anything. A good scanner could tell just about everything about a person as long as they put up a bit of CU. The most interesting though was 'scan stage', but that was a rank 5 scan boon. Alison mentions that she's barely seen any boons mentioned, and is told that they sometimes appear in chests. It's random chance.

She adds that, since a rank up doesn't do much itself aside from lowering the cost of using scan, Rank 1 scan is the most expensive, and rank ups past that are cheaper. At least for awhile.

Alison apologizes to Scanner about not being able to keep her alive, but the Scanner shrugs it off.'



Anonymous¹⁰⁰⁴⁰⁶⁰

Pat guardsman

Guardsman says he's cool now. He threw in his aggressive tactic and it sucked. Just was looking out for himself, that was his reason. He can't attack here anyway, it's another safe zone, so all he can do is cut grass. No hard feelings, he says.



Anonymous¹⁰⁰⁴⁰⁶³

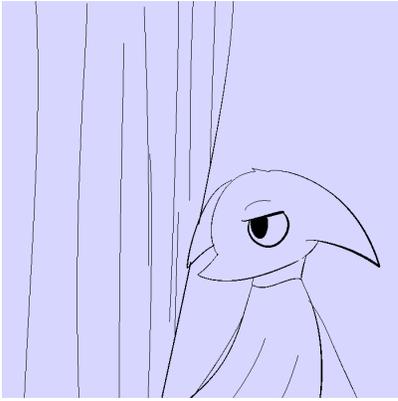
Hug catatonic the hardest

She asks what being dead is like, now that they don't have to worry about the stages. Catatonic, and the others, say they just remember dying, and then came here. No time seemed like it passed between now and then, and they wonder why they're around. They were absorbed, but Alison doesn't know why that translates to seeing them here either.

In Catatonic's case, he only died when the stage ended, because of his one up keeping him around. Catatonic doesn't know what to think of it; he's still shaken up. He no longer has the extra life.

Ask about giving or receiving help

No one can think of anything to help each other with.



Anonymous¹⁰⁰⁴⁰⁶⁴

Explore

Alison walks around for awhile. The buildings beyond a small mountain range don't appear to get any closer no matter how far she walks towards them. She does end up in a forest before the mountains, where she senses pacifist.

He doesn't have much to say to her once she finds him. No one he's absorbed himself is here. Only Alison's are here, minus the mathematician, presumably because he is still

alive.

Anonymous¹⁰⁰⁴⁰⁶⁵

It looks like the primary purpose of absorb is to gain CU, a secondary purpose is to keep your friends with you even if they die, and a third purpose is to gain hidden information by absorbing people who know secrets and later talking to them in the dream when keeping the secret no longer matters.

...a fourth purpose might be to scout out the final area. Let's see if we can find the boundaries of this place. Ask Pacifist if he's explored the forest much.

Anonymous¹⁰⁰⁴⁰⁶⁶

Oh crap. So everyone you've absorbed is here. But nobody who's been absorbed by someone who died is here. If you die then...!

redaeth¹⁰⁰⁴⁰⁶⁷

Ask Scanner to do something simple, have her try to scan.

And yes continue exploring. Ask each person you encounter about how their time in

the game went and anything unusual or interesting they saw or learned about.

Also hug each of them. They might have been enemies at one time but that's no longer the case. Perhaps you can still be friends.

Anonymous₁₀₀₄₀₆₈

Tell Pacifist that you're sorry things turned out this way. You wish the world didn't force us to fight so. That we could have been friends. Suggest that Pacifist try to sleep. He might dream his own dream and see those he's absorbed.

Continue exploring. Ask all those who're here what they saw in their lives that was unusual, unexpected, or uncommon. Definitely ask Scanner if she can scan you or anybody else here.

Elephant Guy₁₀₀₄₀₆₉

oh fuck. Scanner is the only girl around here.

Anonymous₁₀₀₄₀₇₀

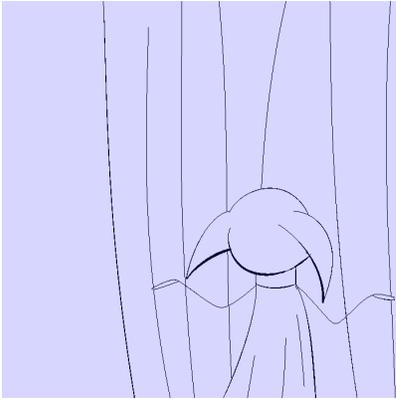
Hey.. if we absorb everyone. -everyone- they'll be here. If everyone's here, it's as good as being alive, right?

Anonymous₁₀₀₄₀₇₁

[>>410058](#)
Dream bicycle?

Ficus₁₀₀₄₀₇₂

[>>410047](#)
yup, looks like we'll have to continue trying to not die.



Anonymous¹⁰⁰⁴⁰⁷³

Get scanner to scan

She is no longer able to here.

Ask Pacifist if he's explored the forest much.

He only woke up shortly ago with the others. He doesn't see much besides trees.

Alison tells Pacifist that she's sorry it turned out this way, and suggests trying to get some sleep as well. He turns away, and shrugs as he wanders off.



Anonymous¹⁰⁰⁴⁰⁷⁴

The Recluse made it sound as though this was the finish line, that this was it. The guardsman says that this isn't much to look at. It is empty and boring.

Ask if they saw anything unusual during their life, or strange encounters in the games.

The Scanner asks what counts as 'unusual' compared to everything else. There are whole history books labeled as non-fiction, but it's clear that their experiences haven't matched anything like that. She has to agree with the guardsman, considering what has to be gone through, the reward just seems to be not having to go through stages anymore. This place, while nice and open, doesn't appear to have any interesting landmarks aside from the city, which seems too far away to get to.

Anonymous¹⁰⁰⁴⁰⁷⁵

[>>410071](#)

And she's already being ridden like a bike too.

Anonymous¹⁰⁰⁴⁰⁷⁶

[>>410067](#)

Probably not as good as being alive, but as only like 10 objects are allowed to stay "alive" it's considerably better than the alternative.

redaeth¹⁰⁰⁴⁰⁷⁷

Thats cute, they've made friends. Beyond seeing if they have access to CU and exploring further I can't think of anything else to do.

Maybe suggest that they try building things with the trees from the forest. The sword gaurdsman has should be able to cut them even if it isn't an axe.

Ficus¹⁰⁰⁴⁰⁷⁸

I think it'd be best to head back to our other friends. Say goodbye for now, dispense hugs, attempt the rumored 9x group hug maneuver, and wake up.

Elephant Guy¹⁰⁰⁴⁰⁷⁹

can you manipulate the land somehow, Allie? try making the city come closer or summoning a bike or something.

Anonymous¹⁰⁰⁴⁰⁸⁰

maybe the city comes closer as you get closer to the end.

Anonymous₁₀₀₄₀₈₁

Suggest the perhaps they didn't actually die, they were just... "disconnected" from the world. Since you absorbed a part of them, they connect with you in the dream, outside the world. It might mean they can be brought back. You've already seen the mechanism for that, in the form of the 1-ups. You admit you have no idea how to do that, though. Maybe get to the end, and out of this world? Find a glitch or loophole in the world? You don't know.

Anonymous₁₀₀₄₀₈₂

[>>410071](#)

I have a feeling that when this is all over, someone will be here in a vehicle to bring us to the city.

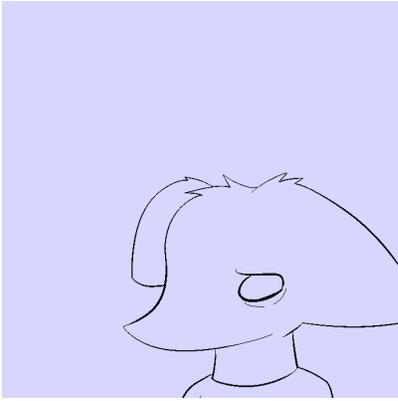
redaeth₁₀₀₄₀₈₃

Really theres two options. The city is the after-life and we're on the outskirts holding these people from seeing it.

The other is that is our end reward for winning the game and we bring all we absorb with us to it. Those that don't get absorbed simply are gone... forever.

redaeth₁₀₀₄₀₈₄

You could use the second to seriously screw with people. Have some charismatic leader who seems to be unstoppable have people sacrificing themselves to her so they all reach the afterlife together. Leave enough alive at any one time to spread the word. Bang. Instant cult.



Anonymous¹⁰⁰⁴⁰⁸⁵

Manipulate the land

Alison isn't able to, aside from manual labor.

Have others build the land

Catatonic asks if they will still be around when Alison wakes up. After all, they only seemed to pop in here when she was asleep, so they may only be around when she goes to bed. Alison doesn't know, but it's going to be tested anyways.

She makes her goodbye hugs to those three, instead of trying to find the other 6 as well.

Catatonic wishes her well, and hopes to see her again. He gets an extra hug.



Anonymous¹⁰⁰⁴⁰⁸⁶

She's able to will herself awake without trouble.

redaeth¹⁰⁰⁴⁰⁸⁷

Wait for Iso to wake up. Well doing so lets try meditating so we can talk to those we absorbed while still awake.

Afterwards we should finally hold that planning session.

Ficus₁₀₀₄₀₈₉

Read some of your books while you wait for Iso to wake up.

It might be important to know what's in them when you do finally get out.

When Iso wakes up, try gathering your friends together for a big group meeting.

Anonymous₁₀₀₄₀₉₀

Be sure to stay close to Iso. If he's alone right now, you should be as close as possible when he wakes up.

Anonymous₁₀₀₄₀₉₁

Meditate while you wait for Iso to wake up. You might reach a state that'll keep the dream going while you're awake.

Once Iso's up, head outside and wait for your comrades, then all of you pile into your room for a strategy meeting.

[>>410098](#)

Math has the books, and Iso has the stationary. All Alison has right now is a bucket, a screwdriver, and a flashlight.

Anonymous₁₀₀₄₀₉₂

Try meditating to talk to the absorbed while awake

No luck.

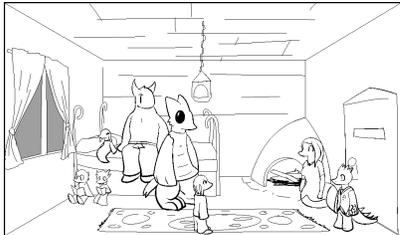
Read books

Alison will keep it in mind when she sees the engineer, who last she checked was holding non-mathematical books.



Wait for Iso to wake up.

Alison stays in bed with him for while, before a movement from her gets Iso to ask quietly if Alison is awake. She says yes, and he explains he's been awake nearly the whole time. He saw what Alison saw, but he was alone, so he didn't stay for long. He quickly adds that he didn't want to wake Alison up by getting out of bed. Even though he liked being in bed. With her. He says.



Anonymous¹⁰⁰⁴⁰⁹³

Group meeting

Alison heads to another room, and everyone is inside of the same one. The room is identical to her own.

redaeth¹⁰⁰⁴⁰⁹⁴

First ask if everyone is willing to cooperate on a permanent basis. That means supporting each other and waiting at the exit point for the others even if it means taking a hit to CU.

After confirming its info sharing time, ask for what skill lines everyone's encountered. What items. What boons. What their stats are and how they are planning on advancing. Share your own stats out of course.

Finally give out the advice we planned on earlier. Someone with disarm, with scan and everyone buying absorb.

Anonymous¹⁰⁰⁴⁰⁹⁵

Confirm that everyone saw the same place: Fields and forests, with a seemingly unreachable huge city on the horizon. Then ask what were the experiences of those who absorbed others, and share your own.

Anonymous₁₀₀₄₀₉₆

Oh, and get what Strongarm and Spear picked up on stories and rumors that have been circulating, and who won big in the Casino. We'll need that to know who to talk to before the next level, or who to avoid as much as possible.

Ficus₁₀₀₄₀₉₈

Set up a secret code for commands.

Examples:

Move to the [left/right/up]: Go where I'm pointing, not where I say

Move [direction] Go where I'm saying, not where I point

Shift [direction]: Go the opposite of where I point

Shift to [direction]: Go the opposite of what I say

Or even set up a secret word for Up, down, left, and right. Or just have the cardinal directions mean something else. Like North is now left, south is right, east is down, west is up.

This way we'll be able to cooperate from across the board without the other players for sure knowing what we're doing.

Anonymous₁₀₀₄₀₉₉

We should absorb each other when we get the chance. So everyone will reach the exit when at least one of our group reaches the exit...

Although that tactic would require a vast amount of extra lives^^

Maybe we should hope for an super-absorption at some point that let us absorb without needing to have a defeated enemy, but maybe with 1/4 the power and instead of attack...

Btw: It all started with a blob ;)

(And I still don't see any point in the story... Although that isn't changing the fact that I much enjoy it^^)

redaeth₁₀₀₄₁₀₀

good idea. Thats what cost us Scanner.

Ficus₁₀₀₄₁₀₁

I like it because it lets us say up, and point up, yet we could mean any of the four directions.

Anonymous₁₀₀₄₁₀₂

How about pooling our CU so that everyone here can get absorb rank 1, agree to absorb any of the others if they fall in the level, and share CU again when we come out the other side. Beyond that, one of us should get on the scan ability track, with everyone chipping in to boost it up later on. That'll cut the CU cost per use, and open up boons to it that could prove game-changers. That range boon at level 5 looks enticing.

redaeth₁₀₀₄₁₀₃

We only have 19 CU left. We need some for the next level, as it is we're going to have to kill at least one person and get a chest just to afford weap range 1.

Anonymous₁₀₀₄₁₀₄

[>>410125](#)

Right. Any sharing of CU is for during or after the next level. Everyone here must be low by now.

Anonymous₁₀₀₄₁₀₅**See if everyone saw the same place**

Iso did, but no one else went to sleep. The duelist says that everyone he's absorbed have been enemies, and won't care to see them. The engineer also doesn't care to talk to his absorbees, and is trying to build something now anyways.

**Ask about grouping on a permanent basis**

Everyone agrees, and some of them thought that that was already what was going on.

Secret code for commands

Strongarm says he's toyed with that idea, and will morph Alison's ideas with his own and share with the group what he's found when he works out more commands.

Get everyone's statistics.

Everyone shares everything they've got. No boons have been gained, although the Duelist has access to a couple of protector boons. The mathematician makes a spreadsheet for that.

[>>/questdis/362314](https://questdis/362314)

**Anonymous**₁₀₀₄₁₀₆

Get Strongarm/Spear to talk about the Casino winners as well as who has been talked about.

The biggest casino winner was, easily, the now named Gambler. Maybe it was luck or skill, probably both, but he seemed to win just about every game he entered. Or perhaps that is a she.

The other winner isn't anything extraordinary, but in one game, there was an all-in bet of poker with several high rollers. He was one of the desperate ones, but unlike others, he won. It wasn't hard to find

rumors about him; he was shouting of his exploits in the tavern.



Anonymous¹⁰⁰⁴¹⁰⁷

Outside of the casino, there's the Collector, now known as the Recluse. They say he's obsessed with absorbing everyone, friend and foe alike, to the point that he has backstabbed allies just to absorb them. Even if he doesn't do it for the CU, the point is that he's raked in a massive amount of it. A high level in absorption is expected.

The Chief is a parallel to Alison. He keeps a close knit group of people working together. He's done a good job finding people willing to work together. The problem he would have had would be the limited stage exits. He inducts just about anyone to his group, but only lets as many as the exits allow, not willing to split the CU even now. He decides who in the group lives and who dies, and the ones that are to die are simply killed and absorbed before continuing on. Most joiners are either desperate or think that they can be useful enough to the Chief, or at the very least, be a good enough schmoozer. They say he makes a surprisingly convincing argument to why it's a good idea, a job made even easier now with this stage's 40 exits.

Then the Bandit. A typical, if unheard of around here, case of taking from the rich and giving to the poor. He's rumored to have a steal ability as well, though that would only be seen in the stage itself.

And last of note is the Mongrel. He is also strong through absorption, but they say that he is able to absorb double the amount of CU from someone that he, and only he, has slain. Naturally, he uses much of that CU to get more points in combat, and go in increasingly large circles of rampant slaying.

Anonymous¹⁰⁰⁴¹⁰⁸

right.

The Chief

more like
the despot

redaeth₁₀₀₄₁₀₉

Mongrel sounds like hes got an absorbtion boon. I wonder if it just counts in combat or does it work with puzzles too. As for the rest right now we most likely can't face any of them solo unless we outwit them.

The biggest threat would be Chief, everyone else can be tag teamed once in a large group. The easiest way would be to get him alone and make sure he dies via puzzle shenannigans.

Anyway give out advice, give or ask someone to give Strongarm enough CU to buy access to absorb. Everyone should also buy absorb if possible even if its just access. Engineer should get disarm. Everyone else who can't take a level 8 hit should upgrade to do so. The most powerful will have level 9s and 10s but hopefully that will be rare.

Have Math get Scan right away and level it to 2 then setup a business.

While that is going on approach Thief. Ask him WHY he steals and gives it to people who are most likely going to die?

Anonymous₁₀₀₄₁₁₀

What is engineer trying to build?

Anonymous₁₀₀₄₁₁₁

Ask Duelist what boons he has access to and ask Math if has finished determining the formula for attack rank cost yet.

What's Engi working on building? An abacus for Math? Were there any tools in this Rest Area for him to use?

Get the non-technical books from Engi, and ask if he wants to hold onto the bucket, screwdriver,

or flashlight. Ask those who can't read if they would like you to read any of these books to them while we're waiting later.

For now you're going out to find Bandit and ask him why he's jumping people for CU.

>>410154

That would have been a nice purchase plan, but the group is short the CU for it. They only have 327.

How about this plan, based on the fact that ability line buy-ins are going to go up in price, and that it looks like armor ranks are going to be worth more in a fight than body ranks, since they regenerate:

Buy Engi access to the disarm ability line (50), and Strongarm access to the absorption ability line (40), for a total cost of 90 CU.

Bump everyone else's armor up so their total body and armor equals at least 9. That's Duelist to 5 (25), Math to 5 (44), Engi to 6 (57), Spear to 6 (76), and Frills to 5 (25), for a total cost of 227. This leaves 10 CU left over.

>>410145

I'd bet that the Gambler has a high level in scan and a boon that reads a person's intent.

redaeth₁₀₀₄₁₁₂

Alright heres my final spending plan. The three without absorb should buy access (120) Math should get Rank 1 Scan (40) and Engineer should get disarm access (50) Math, Engie, and Spear all need to be bumped to level 4 body / armor (66). It's not as good as needed as we need another 50 to boost everyone to at least 5 armor but it will have to do for now.

That leaves us with 51 collectively. I suggest we boost Scan up another level if its 50 or under then have Math setup shop.

Anonymous₁₀₀₄₁₁₃

[>>410183](#)

If this plan is chosen, and 51 CU isn't enough for scan rank 2, have Math hold the extra CU when he enters the level. That way he can buy it at the first checkpoint.

redaeth₁₀₀₄₁₁₄

Another option would be to split the 51 between the 3 needing the absorb 1 (17 ea). That might work better.

Anonymous₁₀₀₄₁₁₅

[>>410186](#)

Yeah, now that I think about it, everyone is going to need absorption to keep up in CU. Split it between those who need that first rank in absorption.

PervDragon₁₀₀₄₁₁₆

[>>410183](#)

I like this, except another option: Ditch the plan to boost Scan, and instead put that 40 into the other 51 to get 91, then spend 90 to buy the first rank of absorption for the people missing it.

Anonymous₁₀₀₄₁₁₇



What is engineer trying to build?

A telescope, as he found the materials needed to make lens and so forth.

Alison and the others discuss it, and decide to get everyone at least access to absorb, mathematician rank 1 scan, and engineer disarm. The rest will be split to everyone's defense. Alison will find out the details later as she leaves the CU with them, to find the Bandit.

Has mathematician found any formulas?

Not yet, because he's spent a lot of time at the casino. And if he sets up a scan shop, even less time for reverse engineering an equation.



Anonymous¹⁰⁰⁴¹¹⁸

Find the Bandit

He's in the tavern, an easy find.

Alison asks him why he stole the CU just to give it away to people that would most likely die?

The Bandit says everyone should have an equal chance, including the ones that don't like the idea of absorbing the fallen. He's trying to even the playing field.

new guy¹⁰⁰⁴¹¹⁹

is he aware that those who are absorbed do continue to exist? its not much of an existence, but it is something.

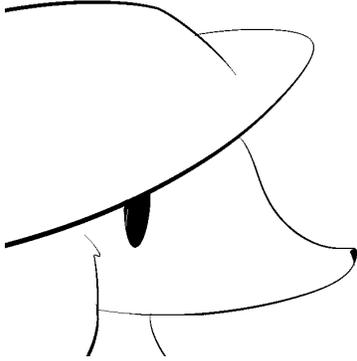
as for the level playing field, its something of a noble goal. but the nature of the stages is such that everyone is going to strive for any advantage they can get. when the alternative is death almost no one would do otherwise. wouldn't trying to make sure as many as possible survive be a better goal? the exits do after all allow people to exit as one group and split the cu reward, and he's strong and well licked enough that he might be able to get some large groups to do so.

Anonymous¹⁰⁰⁴¹²⁰

[>>410199](#)

This guy looks strikingly similar to the one that ruined past information selling attempts by

shouting out what he bought to everyone else. The main difference being a danged hat.



Anonymous¹⁰⁰⁴¹²³

Is he aware that those who are absorbed do continue to exist?

He has heard that.

Alison mentions he is well liked enough that he may be able to get large groups through, splitting the CU. He disagrees, people only like him for the money he throws around. They would not follow him.

He continues on, saying if there was no other reason than curiosity to her coming to him, then he will be off. He gets up to go before Alison has the chance to say anything, while he says that he will be around later if she does, for some odd reason, want to visit him in the tavern again.



Anonymous¹⁰⁰⁴¹²⁴

Alison returns to the inn room, and finds that the Duelist has gotten rank 5 armor. Like Iso, he wishes for Alison's input on less raggedy clothes.

In the meanwhile, most of the time remaining in the safe zone is still available, but Alison can't think of much else to do.

Anonymous¹⁰⁰⁴¹²⁵

Well obviously whatever outfit he goes with has to be pantsless like his old outfit. It would be unreasonable to force pants on him.

Anonymous¹⁰⁰⁴¹²⁶

Someone give this guy a kilt and all the stuff that goes with it. Scotland style!

Ficus¹⁰⁰⁴¹²⁷

Pudding¹⁰⁰⁴¹²⁸

this all the way

Anonymous¹⁰⁰⁴¹²⁹

[>>410217](#)

Unreasonable to force pants on him.

Anon for president, 2012!

Also, we seem to be getting a certain clothing theme. We need to form some kind of club. League of Extraordinary Creatures? The Survivor Mafia? The Superfriends? The Club of Free and Accepted Beings?

England Hat¹⁰⁰⁴¹³¹

[>>410219](#)

Digging the Sarif style. This all the way!

Chrysalis ¹⁰⁰⁴¹³²

[>>410218](#)

Chrysalis 1004133

Or, if we want to go with something more fitting for his nickname...

Mustache optional.

Anonymous1004134

Also, we seem to be getting a certain clothing theme. We need to form some kind of club. League of Extraordinary Creatures? The Survivor Mafia? The Superfriends? The Club of Free and Accepted Beings?

A club is more than some suits and a name, its a set of rules and maybe some goals.

Currently the group is little more than an alliance of peers trying to survive.

Anonymous1004135

>>[410225](#)

>>[410226](#)

Yesssss.

Elephant Guy1004136

>>[410225](#)

I just had a Scotlandgasm.

Anonymous1004137

>>[410225](#)

BEST

redaeth₁₀₀₄₁₃₈

Once we pick an outfit (I like [>>410219](#) so far) I suggest we try and recruit Thief. People who are willing to lose CU to have others survive is obviously very, very rare.

Go to him. Share our version of the events of the last stage since hes most likely heard of the rumors. If he asks why we took CU from the desperate point out that it was their decision to gamble in the first place. And the desperate will continue to make poor choices during the stages as well. They are most likely fated for death.

In order to make sure as many possible survive you have to support them beyond giving them CU to just throw away. You have to support them in battle, on the stages and in the rest areas. You have to do every thing in your power to make sure each other survives.

Even if it does mean not getting full rewards or giving them CU you gain to make sure they can prosper.

Then ask him to join us.

Anonymous₁₀₀₄₁₃₉

[>>410225](#)
this is great

Anonymous₁₀₀₄₁₄₀

[>>410219](#)
+Kilt

redaeth₁₀₀₄₁₄₁

[>>410247](#)
Changing my vote to this idea. Classy Scot Duelist.

redaeth₁₀₀₄₁₄₂

I have an idea, the kilt's buckle could have the face of the friend he lost on it.

Anonymous₁₀₀₄₁₄₃

Something like this? (Apologies for being unable to draw it)

Anonymous₁₀₀₄₁₄₄

[>>410247](#)

yes, genius

Lawyer Dog₁₀₀₄₁₄₅

[>>410219](#)

This but without pants, because pants are against Duelist's beliefs.

Anonymous₁₀₀₄₁₄₆

[>>410219](#)

This.

Anonymous₁₀₀₄₁₄₇

[>>410247](#)

Yes

Anonymous₁₀₀₄₁₄₈

[>>410250](#)

(Never ever apologize for posting Sean Connery)

Elephant Guy¹⁰⁰⁴¹⁴⁹

[>>410249](#)

mmh, I'd feel awkward wearing my dead friend on my crotch.

**Anonymous**¹⁰⁰⁴¹⁵²

Duelist thanks Alison. Is his look acceptable?

Visit the Bandit again

He has left the Tavern, and Alison wouldn't have any idea of where to search for him.

On the other hand, she does have a lot of free time now, and she may be at the point of relaxing for the remaining time.

redaeth¹⁰⁰⁴¹⁵³

Compliment Duelist on his new look.

One last thing we should do before leaving. Ask the shopkeep what boons are available for the skill lines we have. Both for Allison and the others.

As for Math I say let him choose whether to sell scans or not. Both are useful to know but one is probably more enjoyable to him.

Some other things we can do. Track down Thief, read, spend some time sleeping to help the dead.

Anonymous¹⁰⁰⁴¹⁵⁴

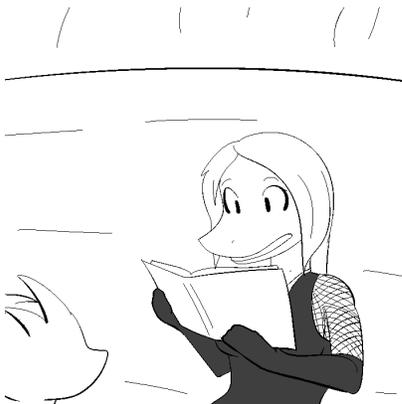
>>410296

Math's only at scan rank 1, so the CU cost would push the scan shop price too high. What's a rank 1 scan cost at this level? 4 CU? 5? Anyway, right now Math's talents would be best applied working on determining formulas.

As for what to do in the mean time... Track down Bandit and try to recruit him? Other than that, read. Read to the others. Sleep and dream to see what's happening in the dream land. Help Engi with his telescope. Find Recluse, tell him what you dreamed, and ask him what's his dream's like, and his motives. There's a lot that could be done, just have to decide.

>>410295

Looking good, Duelist. Though, the kilt hem could be a bit lower. Like at or just below the knees.



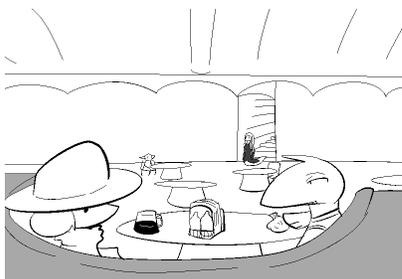
Anonymous₁₀₀₄₁₅₅

Current scan cost

Rank 1 scan costs 5 CU, and the mathematician says it costs 20 CU to purchase scan rank 2.

Read books

Alison spends a few hours reading through her history book. It talks of mostly humans, at least to begin with, and the history and politics that lead up to the invention of the first warp drive.



Anonymous₁₀₀₄₁₅₆

After the reading, Alison heads down to the tavern again, where the Bandit has returned. It looks like the one who was described as the Chief is already at the Bandit's

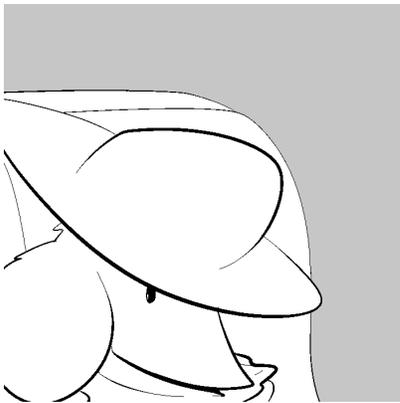
table.

redaeth₁₀₀₄₁₅₇

Sit at a table nearby and listen in. Most likely the Chief won't be able to convince him since his methods mostly benefit just him in the end.

Anonymous₁₀₀₄₁₅₈

Swing by the bar and order something to drink, and move to a table in ear-shot of these two. Pull out that history book and pretend to read while listening in.
...Is that a coin bag Chief's put on the table?



Anonymous₁₀₀₄₁₅₉

Coin bag

She can't tell, but that does look like a bag of coins.

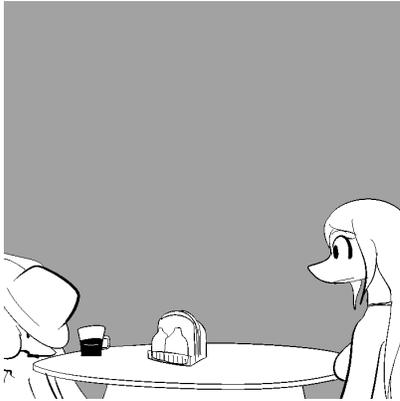
Alison sits at a nearby table, just within earshot. The Bandit notices her. The Chief does as well with a glance, but continues talking as though she never was around. She opens the book and reads.

He is wrapping up anyway, saying that that is why it is actually easier to prove himself worth a place in the Chief's group, than it is going through the stage by regular means.

The Bandit tells him that he isn't interested in the slightest, and if he did join with the Chief, it would just be a game of who backstabs who the first.

redaeth₁₀₀₄₁₆₀

Wait until Chief leaves. and approach Bandit yourself.



Anonymous₁₀₀₄₁₆₁

Chief takes his coin purse and stands up, murmuring that the Bandit will wish he had chosen differently. The Chief eyes Alison for a moment, before walking on without a word.

Approach Bandit

The Bandit rolls his eyes when Alison takes a seat. He says to go on. Throw more words at him.

Juroko₁₀₀₄₁₆₂

The guy is likely tired of spiels. He probably heard them all and then some. If we want to win him over, we show actual concern and consideration.

Simply put, he is expecting us to give him a speech, why not listen to him a bit first? That bugger was probably not the only one who confronted him and he likely has a bit to say about us and them. Better to be out in the open about it than hiding in the shadows.

Anonymous₁₀₀₄₁₆₃

Ask if he has any recommendations on the drinks here

Don't bother trying to recruit him (now, anyway), he's already heard that sort of thing and is clearly tired of it.

Anonymous₁₀₀₄₁₆₄

Comment while taking a seat that Bandit must be confident in his abilities to thumb his nose at Chief. That big-nosed despot strikes you as the kind to hold grudges.

Say that you're not here to throw more words at him. You'd like to hear what he has to say, about anything. Like what's a good drink here, to start with.

redaeth₁₀₀₄₁₆₅

I came to ask you to join us for one reason. You want other people then yourself to survive. Perfect strangers in fact. Thats admirable and something I wish there was more of.

I don't have a bag of CU to throw in your face or threats to cow you with. All I have is the promise that I will do everything in my power to make sure that everyone possible survives.

new guy₁₀₀₄₁₆₆

he's one of the few people hear who seem to be interested in anything other than survival. you'd like to get to know him better. right now I don't think trying to recruit him would be a good idea, though something like a non aggression pact were we both agree to stay out of each others way might be possible. but don't mention it until the end of the conversation.

**Anonymous**₁₀₀₄₁₆₈

Alison asks if he has any recommendable drinks, getting an answer that the bartender knows who likes what and would be better to ask.

Continuing on, she mentions that that big nosed despot strikes her as the type to hold grudges, so he must be confident. The Bandit agrees, but the Chief also doesn't easily give up on possible recruits. The Bandit will probably be approached again to be recruited sooner than outright

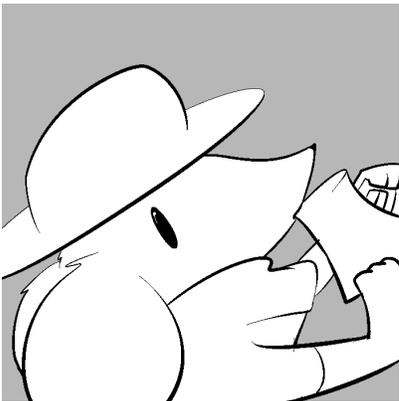
hostilities. He tells Alison to cut the small talk, if she's going to move on.

She explains she won't try to recruit him, that she just wants to talk. She doesn't have bags of CU or threats. That gets him to be quiet, leaving him to wonder out loud if that's supposed to be a reverse psychology trick. Alison assures him it isn't, while he now wonders why everyone is either trying to recruit him or talk to him. Nothing he does should have anyone wanting words with him, certainly not idle conversation from a victim of his theft.

Few people are interested in anything but survival, and that piqued her interest. If she were to try to recruit him, it would be for his survival. She is trying to get as many people to live through everything as possible. He says that is impossible, she can only put others lives ahead of others based on who is willing to join with her. How many, he asks, would she be able save? In what must be thousands of and thousands of deaths by now, can she expect to save any significant measure of individuals when the number of stage exits remain the same?

Anonymous¹⁰⁰⁴¹⁶⁹

Ask him when was the last time an exit didn't let more than the maximum displayed capacity through.



Anonymous¹⁰⁰⁴¹⁷⁰

Ask when was the last time an exit didn't let more than the maximum displayed capacity through.

Never. He asks if Alison can safely assume that that will never change, and if it *does* change, what would Alison do about it?

Ficus₁₀₀₄₁₇₁

How many, he asks, would she be able save?
any significant measure of individuals

As many as are in front of us, who will work towards the exit with us.

We'll save what we can. Whether that means one guy, or hundreds, the goal has been accomplished as long as we stick to it.

when the number of stage exits remain the same

A lot of times the stages allows for more people to leave than the absolute limit. There are exceptions, but what can anyone do about that? We don't mind losing some CU in order to have more people get through, and we don't only extend this courtesy to friends.

That isn't to say that we don't prioritize friends. We will go well beyond reason for them. They're our friends. We want to see them succeed.

But if a random person wishes to cooperate towards the exit together, and doesn't mind taking a hit to CU from an over capacity exit, we can work with that.

Never. He asks if Alison can safely assume that that will never change, and if it does change, what would Alison do about it?

No, I can't. I suppose we'd have to deal with it then. Perhaps an organized tournament, where everyone fights, or a raffle, or a vote, where everyone gets a vote, and chooses someone else they'd want to advance.

redaeth₁₀₀₄₁₇₂

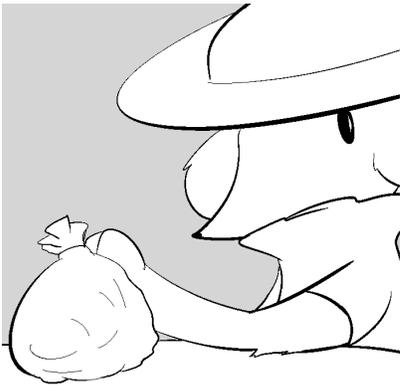
Whoever created this, created us are true sadists. They made us able to feel, to form friendship, to feel horror at death. Then they forced us to kill, to leave others behind to die while you live. The best you can do is carry on... and do your damn best to spit those sadists in the eye by making sure as many survive as possible.

We managed to help save two more than the maximum last time and one extra the time before that. Three lives saved. Maybe this time five or six more will be willing to go through on reduced CU. In the face of 300 deaths... is that truly worth it? Yes. Do we wish we could save more... yes. Do we wish we could save them all... oh yes. But each stage has made it so large groups do not prosper. it would take a large group of people who truly trusted one another to ensure as many survive as possible otherwise a small fraction of them could screw the rest over.

new guy¹⁰⁰⁴¹⁷³

in the long run? die. right now our strategy for survival involves a tight nit group willing to risk themselves for each other. if whatever this is puts hard limits to who can leave a stage our group will probably eventually break apart after being forced to sacrifice members.

also, the fact that many thousands of others are dying does not lessen the value of the few we do manage to save.



Anonymous¹⁰⁰⁴¹⁷⁴

She says that she'll save who she can, and if there is an exit that doesn't allow multiple exits, she'll just have to deal with it through a tournament, raffle or vote. The value of a few lives doesn't change even if there are thousands around it, so if she can just save a few, it will be worth it.

The Bandit says it's respectable that she sticks to a philosophy that is more than 'survive' as well. He will stick to his own, and make things fair within his power.

He says this conversation was informative. A bag of coins is dropped on the table by the Bandit, who pushes it forward to Alison. 23 CU, the amount that he stole before. He repeats that he is sticking to his beliefs by doing this.

Anonymous¹⁰⁰⁴¹⁷⁵

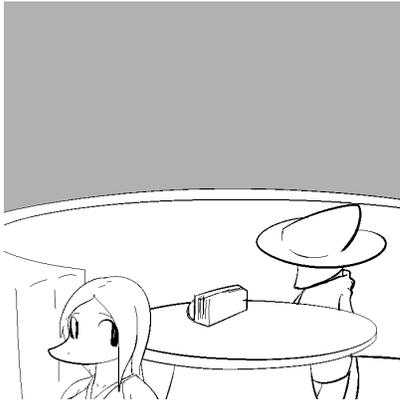
...take it and thank him, but remark that if he's been trying to level the playing field so far... doesn't that mean he must think we've fallen behind?

Anonymous¹⁰⁰⁴¹⁷⁶

Ask him what he thinks your group's chances are with the chief around.

redaeth¹⁰⁰⁴¹⁷⁷

Thank him. Tell him you'll do your best to make sure he survives to follow your own creed.



Anonymous¹⁰⁰⁴¹⁷⁸

Ask him what he thinks your group's chances are with the chief around.

Abysmal. Getting the silent treatment from the Chief is not a sign of peace.

Doesn't that mean he must think we've fallen behind?

With her mentality, he explains, she will need far more CU than whatever she has now to make things fair. He says he would like to have a moment of peace and solitude for once, which Alison can't think of a compelling reason to deny, so she says she will do her best for him to survive, and must think of other things to do until stage 3.

Anonymous¹⁰⁰⁴¹⁷⁹

Give Iso a friendly relaxing blowjob.

redaeth¹⁰⁰⁴¹⁸⁰

He's right about the CU shortage we're facing Chief probably can recruit lots of peeps due to the huge number of available exits.

Anyway I can't think of anything else unless there are others around worth recruiting. Read, sleep and spend time with friends I guess.

Anonymous¹⁰⁰⁴¹⁸¹

[>>410358](#)

...we COULD charge CU for sexual favors, couldn't we?

What are Alison's thoughts on sexual activity and the selling of?

Anonymous¹⁰⁰⁴¹⁸²

Give 20 CU to Math so he can upgrade his scan to rank 2.

Talking to Recluse, telling him what you saw in your dream, and asking why he's doing what he's doing could provide some insight. Unfortunately, he's almost certainly going to be in his inn room until time runs out, dreaming his dream world.

Head up to your group's room and share your experience with Bandit. Then do whatever. Help Engi build his telescope. Sleep and dream a little more. Read. Think on the nature of things. There's not much more to do.

[>>410361](#)

In this place, that would be an even more frivolous use of CU than buying music ability. Most everyone here doesn't even have the bodily equipment to engage in that anyway.

Anonymous¹⁰⁰⁴¹⁸³

[>>410367](#)

Most everyone here doesn't even have the bodily equipment to engage in that anyway. Don't forget about the apparent lack of modesty-instinct. Or any instincts at all. The idea and knowledge of sex that anyone has appears to be semi-present, most likely just as a default part of the bulk package that consisted of the original Seed AI.

And if anyone hasn't guessed yet, sleeping produces a temporary reprioritization of processing power in order to successfully unpause the processes of the absorbed AI tasks.

Anonymous₁₀₀₄₁₈₄

[>>410371](#)

This probably also means that Resurrection is plausible, as an Absorbed AI has been 'Save State'd within the mainframe, meaning that all that would be necessary would be to somehow give those stored programs User privileges again. Or better yet, somehow hack in an Extra Life into the inventory of the Absorbed AI you want brought back.

Anonymous₁₀₀₄₁₈₅

[>>410374](#)

Alison just has to find a "crack" in the world. A combination of place or action that will break her out. It would have to be something quite odd, that none before have thought of. A very non-standard ability and item build, or doing something completely strange. But to find that would be highly unlikely.

What Alison can do now is see if the Shopkeeper-types can be targeted with the scan ability. That might yield something.

Anonymous₁₀₀₄₁₈₆

Be careful about cracks. It might end up being you who ends up cracking. What Allison needs to do is learn how this world works. Not to simply learn that timers count down, but how the timer counts down. Not simply how to navigate the platforms, but how to make the platforms do what she wants. If Allison can take CU out of her pocket without removing CU from her

pocket, then we've got this game thoroughly whipped, but that still leaves a question of how to get beyond the game. Ultimately our goal isn't more CU at all, but rather the safety from this game that they offer.



Anonymous¹⁰⁰⁴¹⁸⁷

Alison returns to her inn for now.

Help with telescope

Engineer says that it's just in the planning phase, and needs some amount of scientific understanding to help with anything, but thanks Alison.

Sexuality

Alison hasn't seen appropriate body-gear to engage in that, but she hasn't looked around much.

With her group, she confirms that, to varying degrees, there is a sex drive amongst people. All regardless of whether or not they have any appropriate equipment.

Selling of sexual activity

Alison can't deny that that may actually be a valid source of CU from certain crowds, but she has bypassed more CU for less, such as denying the Duelist the tavern fight when she could have absorbed 40 to 50 CU from that alone. Along with having to get overly friendly with people she's never met before, she has no interest in opening that sort of shop.

Some jerkface would probably go and do it for free like everything else anyway.



Anonymous¹⁰⁰⁴¹⁸⁹

Sleep

On returning to the dream, Alison learns that the dead are only conscious while Alison is asleep. They have a sense that time passed, but they couldn't tell by how much, just enough to know that Alison did, in fact, leave for awhile. They talk idly for another hour or so about inconsequential things. For a brief moment they all speak about building around here, but no one knows anything about building even if the Guardsman could chop down a tree with his sword.

It's nice to spend time with them, but options of what she can do here look limited.

Nonetheless, between spare time and certain developments, Alison's thoughts keep on going back to how to escape from all of this. She has no idea how she could do such a thing, but she may try doing unconventional concepts such as scanning the shopkeeper.

Anonymous¹⁰⁰⁴¹⁹⁰

[>>410389](#)

to varying degrees, there is a sex drive amongst people. All regardless of whether or not they have any appropriate equipment.

TRULY THIS HELL IS BEYOND COMPREHENSION

Anonymous¹⁰⁰⁴¹⁹¹

[>>410393](#)

Oh, well that's... less than ideal. At least they still exist, to some degree. The trick is rigging it so the game thinks you're asleep all the time. Can you move your body or sense

anything outside of being here while you're "asleep"? Is someone else able to wake you up?
How does waking up happen from your dreaming perspective?

Anonymous₁₀₀₄₁₉₂

[>>410409](#)

Hush, you. It's probably present in the same way your pinkie finger is present: it's there, you feel things with it, and you sometimes even pay attention to its input, but it really isn't that important to you, provided you don't break it somehow.

Anonymous₁₀₀₄₁₉₃

well think of getting some when you get enough body upgrades.

Anonymous₁₀₀₄₁₉₄

[>>410393](#)

Escape? I don't think that's wise.

Traditional methods are right out, as the universe you currently exist in has clearly defined limits between stuff existing and stuff NOT existing, so you wouldn't die or be killed, just deleted from reality and then maybe reset from last known good conditions.

Hacking this reality is an option, but it will require you to achieve CHIM successfully in order to even open the debug command console.



Anonymous¹⁰⁰⁴¹⁹⁷

How does waking up happen from your dreaming perspective?

She is able to wake up on her own will easily, similar to holding ones breath.

Can you move your body or sense anything outside of being here while you're "asleep"?

Very faintly, but she can sense her waking body. She can't move it at all though, and if she focuses too much on trying, she feels like she'll slip out and wake up.

Is someone else able to wake you up?

She hasn't had anyone try, but if people couldn't wake others up, she imagines that the Recluse wouldn't have needed to be alone.

If there is nothing else to do in the dream, then she'll leave to spend time with those who are still alive, read some, mention what she's seen to the Recluse if he can be found, and what little business remains.

Chances are, there is enough CU left over now for Mathematician to get Scan 2, and scan the shopkeep and barkeep.

Anonymous¹⁰⁰⁴¹⁹⁸

You've already seen that this world isn't infallible. Remember one of the Shopkeepers popping in and fixing things when you noticed them? You just have to find situations this world's architect didn't think to cover: Edge conditions and outliers. Just know there's a chance it'll break things in unfavorable ways.

Start with grabbing Math and trying to scan target the Barkeep, then the Shopkeepers. See if you can make the creation of a CU coin glitch by reaching into your pocket just far enough to pull one out, then will one to form and return over and over, as fast as you can. Try to break a CU coin in half; Maybe fractional CU is possible. Look for ways to climb up

the side of the Level Tower, either by flying or sticking to it. See if the Safe Zone protection extends to injuring yourself, by giving yourself a small cut. Attempt to dig through the bottom of the Safe Zone... Man, there's a lot of things to try, and not enough time.

[>>410393](#)

What a sad existence being a ghost in a dream, isn't it? Why would the Recluse want to absorb all those people into his? Is his plan to sleep forever and build a new world with them in the dream? Is that his idea of "freedom?" Sounds more like escapism.

[>>410389](#)

How strange it is that you all have a sex drive, yet you've never had a way to engage in the act. Maybe it just comes with choosing a body with a gender, or even just a body. Be slightly thankful you haven't encountered someone who chose a rampantly over-sexual form just to titillate and fluster others.

Anonymous₁₀₀₄₁₉₉

[>>410427](#)

ghost in a dream

Oh well, still better than flat-out ceasing to exist, right? ...right?

Anonymous₁₀₀₄₂₀₀

[>>410422](#)

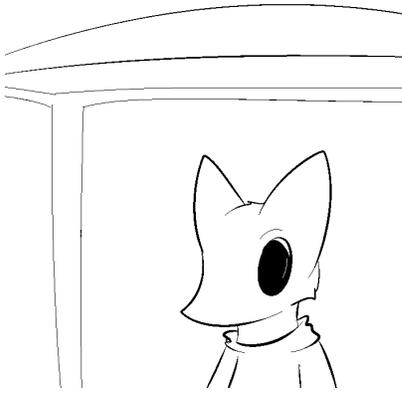
Have you tried falling asleep while in this dream?

Let's get some inception goin' on in here.

Anonymous₁₀₀₄₂₀₁

[>>410428](#)

I don't know, but it's got to be better than being stuck in a ~~shell~~.



Anonymous¹⁰⁰⁴²⁰²

Ghost in a dream better than ceasing to exist?

Everyone seems to think so, yes.

After spending more time with everyone dead, she wakes up and heads off with the Mathematician to scan and ask for boons.

Boons

The shopkeep says that at these early stages, shop boons won't be available, and they come more often in chests.

Later on, he won't say precisely when, will have purchasable boons for relatively cheap considering their power.

Scan barkeep/shopkeeper

With Rank 2 scan, Mathematician can cast scan for 2 CU. Without boons, his only options are to scan 2 random abilities, what items they have, or identify all non-standard abilities.

PervDragon¹⁰⁰⁴²⁰³

[>>410446](#)

all non-standard abilities

Yeah, let's go for that one.

redaeth¹⁰⁰⁴²⁰⁴

After scanning ask the shopkeep what free boons come with absorb, weapon range, disarm, knockback and protector. I believe that was one of the information packages offered for sale.

redaeth¹⁰⁰⁴²⁰⁵

I just thought of an interesting glitch. Find an error and when having a red-glove challenge the shopkeep to a duel as he pops up.

Of course if we do that we'd need to scan his standard stats to make sure hes not at infinite life or something silly like that.

Lawyer Dog¹⁰⁰⁴²⁰⁶

[>>410459](#)

Red gloves cannot be used in the safe area. Check all non-standard abilities.

Anonymous¹⁰⁰⁴²⁰⁷

Scan for non-standard abilities.

[>>410465](#)

That's why you use it in the level, when a Shopkeep comes to fix a glitch Alison notices. It'd take quite a bit of planning and setup to pull off, though.

EveryZig¹⁰⁰⁴²⁰⁸

[>>410465](#)

He meant in level.



Anonymous¹⁰⁰⁴²⁰⁹

What free boons come with abilities

Shopkeep says that the current price for that is 10 CU per ability line, to give a full list of ability bonuses.

Scan Shopkeep, special abilities

-Scan

-Merchant

-Persistence

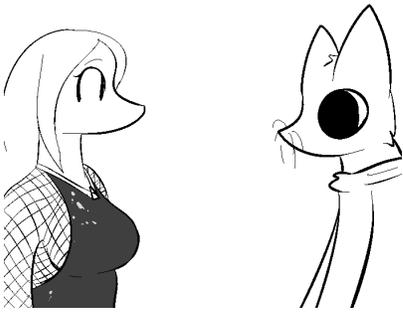
redaeth¹⁰⁰⁴²¹⁰

Ask if you could purchase the merchant skill. I can't imagine it being useful outside of combat so it might be included with music and sportsmanship.

Anonymous¹⁰⁰⁴²¹¹

Do ask what the persistence ability does, as well as the merchant ability.

Scan him again, and this time check his items. There'll be his listed inventory, but there may be some things that aren't listed.

Anonymous¹⁰⁰⁴²¹²

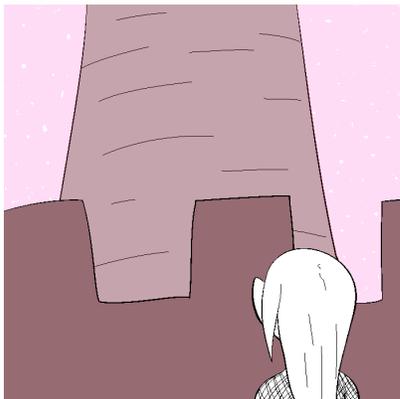
Ask about the merchant and persistence ability

He says that's very funny, scanning him. Neither merchant or persistence is available to standard contenders.

Alison and everyone else combined only has 6 CU remaining, so she only has 3 scans available. Scan the shopkeep's items?

redaeth¹⁰⁰⁴²¹³

Might as well. Afterwords I see no reason to stick around. Timeskip then start stage 3. Wish Bandit good luck if you see him before entering.



Scan merchant items

Not a single one.

Scan barkeep

Only Scan and Persistence.

Anonymous¹⁰⁰⁴²¹⁴

Alison spends the remaining time reading and relaxing. Mathematician finds a satisfactory body equation as

well, before the time limit is up.

[>>/questdis/362399](https://questdis/362399)

With that, she prepares everyone to enter Stage 3.

Anonymous¹⁰⁰⁴²¹⁵

Crap you weren't supposed to tell him. Now he's on to us. But find a way to get that persistence ability, even if you have to rip it out of his chest.

redaeth¹⁰⁰⁴²¹⁶

Two theories on persistence. 1. e's invulnerable to attacks which is the most likely. 2 He has infinite extra lives. 1 doesn't leave us with much but two has... possibilities. Especially since Absorb probably has boons allowing the extraction of skill lines. That or its in the thief skill set.

O¹⁰⁰⁴²¹⁷

Cloak's ability to communicate while not having communication skills still seems like it would be worth investigating. Having an ability to temporarily copy someone else's abilities would account for it, but even that should have shown up when he was scanned. It could have been an item, but that would have been a terribly wasteful moment to use it, and he is not dumb. It's too bad he didn't get absorbed so we could ask him.

Anonymous¹⁰⁰⁴²¹⁸

[>>410508](#)

Pretty sure his ability to communicate's from being absorbed, not from something he himself had. In other words, because he's part of Alison, he can communicate with her.

Chrysalis ¹⁰⁰⁴²¹⁹

[>>410520](#)

I think "Cloak" refers to this guy here:

[>>408230](#)

[>>408235](#)

The guy who answered "yes" to a question despite having neither speech nor understanding. We never really found out how he did it.