Agent Salt, Agent Late, Agent Nik
(TRIO HUNT)

(5/28/20 - 5/30/20)

Pulsations

Trio Investigation

[DISCLAIMER: This myth involves very sensitive/dark topics. This myth also uses aspects of the dark web, such as .onion links, audio files and text documents. We advise that you do not visit these links. However, they will be kept here for documentation purposes.]

-Profile-

-Information-

Join Date: 5/21/17

Status: READ ABOUT

Description: I do not keep up with this account anymore. Thank you to everybody who visited my account and game, I'll see you soon.

Important Friends(s)/Follower(s): ji25uitjy57xpilg, 1JEUEHF1129, iwillneverbeagenius, UserDecoder

Important Group(s): N/A

Overall Profile Analysis: Not much is shown about pulsations on his profile page. However, it does seem like his myth is either retired or on break. He does have lots of friended accounts connected to this myth, which are very important down the line.

-Appearance-



Pulsations has a completely blacked-out character, with just a cross symbol on his chest. He wears a plain black shirt and black pants. He doesn't wear any hats or hair. It seems like he tries to blend in or hide, other than the cross sigil which makes him stick out. Perhaps that's all he wants you to see.

-Game Analysis-

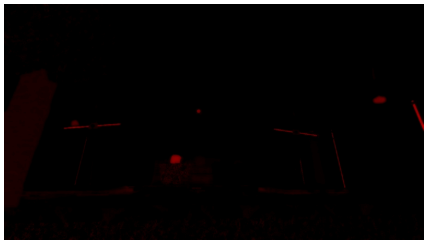
Pulsations
(Created by: Pulsations)

Creation Date: 5/21/17

Last Updated: 5/11/18

Visits: 46.3K

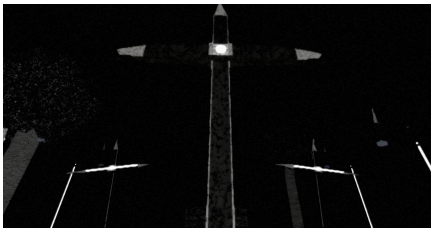
Thumbnail:

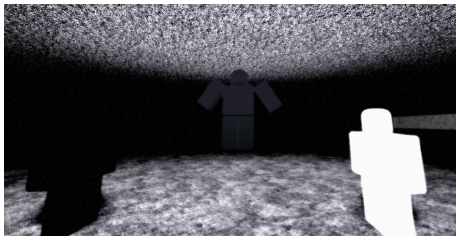



Description: pulsations

Badge(s): N/A

Observations: Upon joining, one of the first things we noticed were the amount of crosses. They're throughout the entire game, but the reason for this is never explained. For example, right at spawn are three crosses, which could be a reference to catholicism. This pattern of three crosses is a common occurrence here. There are also these three figures which can be seen throughout this place. One is a light being, one is a dark being and one is slightly invisible. While walking around, we noticed a blue arrow, which is the only object that isn't void of color. Looking towards where the arrow is pointing, a cave-like structure is carved into the side of the floating island.

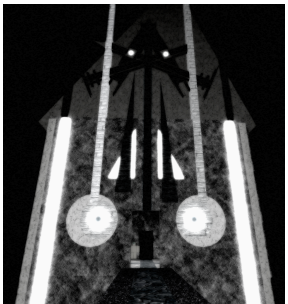


When we entered, we were met with the same three figures. However, they weren't just sitting. The dark and light figure seemed to be looking at each other, while the invisible figure floated in mid air. We all found this very odd, unsure of what this meant. While walking around these figures, we were teleported to a completely different area.

This place seemed to be outside of a church. There were also the three figures again, with a cross behind them. However, the invisible figure had a clock over its face. Perhaps this could symbolize that it was running out of time? On the front of the church are also three crosses, all crossing each other. This is a bit



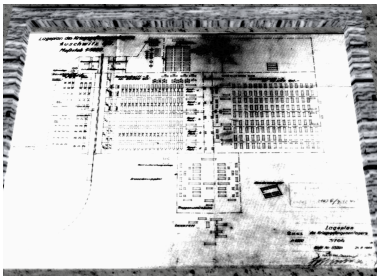


hard to see. When walking into the church-like building, we were met with three doors with the three figures outside of each one. The door on the left and right just led to empty rooms, but the door in the middle led us somewhere completely unexpected.



We were teleported to what seemed to be an abandoned prison. It was dark and falling apart, but screams, coughing and singing can still be heard. The entire hall is lined with jail cells, which seemed to be broken out of. As we walked down the hallway, we decided to turn the corner to the left. We didn't notice this at first, but there were two images on the wall. When we figured out what one of the images was, we were shocked. On the wall of the hallway, was a map of Auschwitz. We still don't know why this was incorporated into this myth, but it left us even more confused than we already were.

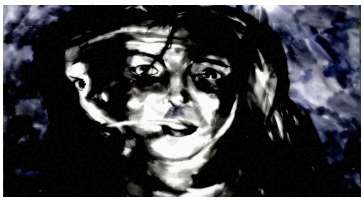


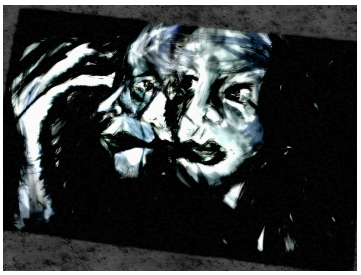


We noticed a ladder towards the back of the hallway, and climbed up. There wasn't a lot on the second floor, but it's just as important as the first floor. Right in front of the entrance of the second floor are words floating in mid air. They state; "Why don't you take care of yourself?" To the right of these words is a long hallway with three white figures inside of the walls. There are also four surrealist-type paintings by these figures. These paintings have a horror element to them, which definitely fits the setting. The meaning of these paintings is not stated or shown in any way. We agreed that these paintings reminded us of famous paintings made by a schizophrenic person. Perhaps they have something



to do with mental health. Whatever the meaning is behind these images, they are definitely creepy.






Continuing down the hall, we were teleported to a room. This room was completely empty, besides a single string of letters. These letters are actually a link, which leads you to a gore site on the dark web. To continue investigating this myth, Agent Iate decided to follow this link, which they go into detail about below under "Other/Outside Findings". There is no way to leave this room, unless you reset. This seemed to be the end of the game.

The end

(Created by: iwillneverbeagenius)

Creation Date: 2/20/18

Last Updated: 4/25/18

Visits: 1,050

Thumbnail:



Description: never

Badge(s): N/A

Observations: This place is just a baseplate shadowed by a dark red sky. You can hear a low growling sound in the background as well. The word "never" is on the top corner of the screen. There doesn't seem to be anything else here, unfortunately. You can only get

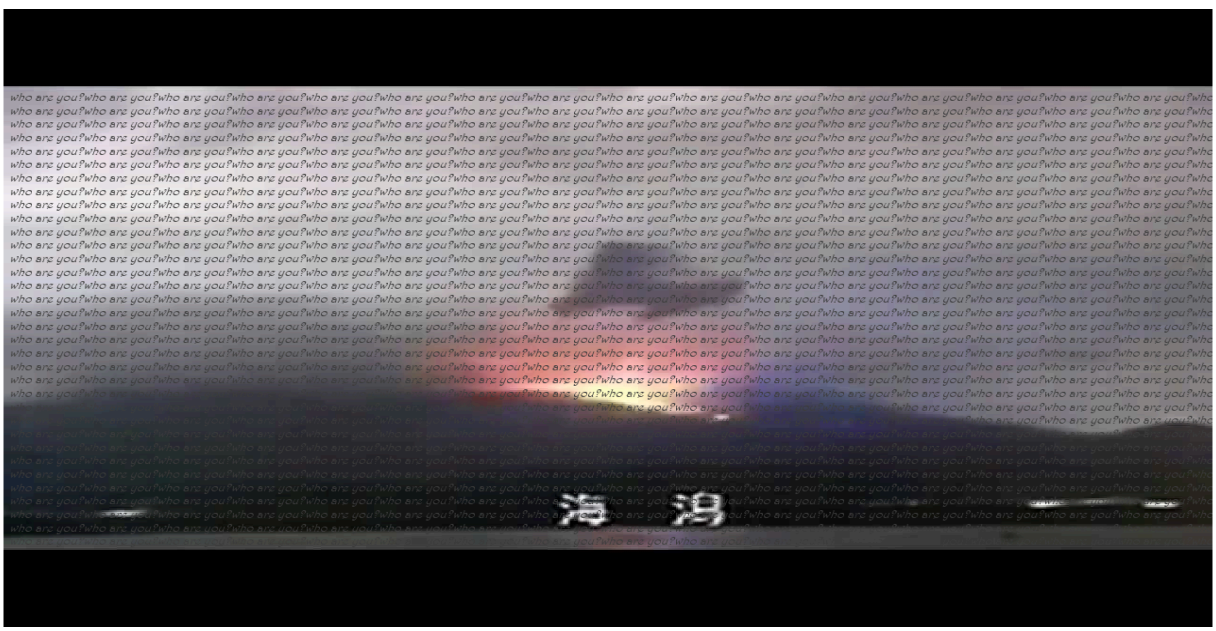
to this game with a link decoded from binary, which was found in one of the dark web links.

You need the tor browser.
(Created by: ji25uitjy57xpilg)

Nothing is actually in this game. It's just instructions to download the tor browser. In fact, the creators name in a .onion link. This link can be found under the "Other/Outside Findings" section. As the game states, to finish the myth, you need to download tor. We don't recommend this though.

-Other/Outside Findings-

Connected to this myth is a set of websites with the ".onion" URL. These websites are https://ji25uitjy57xpilg.onion and https://luvvrnogytndpibc.onion/. On the first website, there's a handful of different things. At the top of the page, there is text in Hungarian. When translated, it reads: "It kills him. you do not know what to think, right? You brainwashed. Humanity is dying. pulsations." Below that are some images. Multiple are gore images, all from the movie "Guinea Pig: Flowers Of Flesh And Blood". The last image on the page is shown here:



As seen from above, the image says "*Who are you?*" over and over again, with Japanese in white at the bottom. There's also some binary on the page and a few links. When the binary is decoded, it will read "You won't see it coming. You ended up here, by yourself. You are brainwashed."

-Theory(s)-

Theories

Theory No.1:(Nik) My first theory is that someone is getting flashbacks of their life while being manipulated in the head by a light figure resembling the light side and a dark figure resembling the dark side.

Theory No.2: The paintings resemble victims of a war, maybe a nuke or something was dropped causing them to be deformed, and the white souls next to the paintings are them.

Theory No.3:(Salt) My theory is that all the events are occuring in the person's head and he is seeing things and freaking out. In reality nothing happened, it's all happening in his head we can't see it in reality.

-Conclusion-

Pulsations is a very interesting myth, the message, "looks can be deceiving" applies very well here and is a moral for the myth, due to how deep and creepy the myth actually is then seems. Personally(Nik), I think that this myth goes too far and I think they should tone it down on multiple things such as, the Dark Web links, the different references in the game, real life addresses, and even gore sites. Overall the myth is unique in its own way by using those things but others can find it really disturbing and unnerving.

Salt believes that the myth takes it too far with everything listed above, but believes the myth is very fun to theorize and hunt.

This is what Late has to say about it: I like this myth a lot. It takes it to a level that no other myth has ever gone to, and it's done in such a great way. I now love this myth more than any other myth I've seen. There are some things that could be changed though, such as the amount of gore and how far you have to go for a simple roblox

profile. I don't think that EVERYTHING should be toned down, just the really graphic things.

To summarize, we all believe the myth is good and unique in it's own way but we believe it can be toned down a little bit and then it'll be perfect.

Signed,

Agent Salt

Agent Nik

Agent Late