

Character

Brash, brazen, outgoing, eager to pick a fight in order to get at someone's true motive, won't take no for an answer, aggressive. Easily angered and quick to make snap judgements. When alone, calm, collected, meditative, reflective, cold and calculating. Will act before thinking and think about the consequences later. Loner, with a difficulty in making friends. Strong opinions that he will not back down on unless there is no other option. Passionate, but can find it hard to quell his fire. No issue with violence or betrayal. Will most likely have difficulty teaming up – a solitary man, not trusting of others or of himself.

Himeji 22 Male Dropped out of college and moved across the country. Struggling to set roots. Wanderer, trying to find something meaningful to cling to. Unemployed, looking to use this as a way to get some money to get his life back in his hands. Tall, lanky but strong. Knotty limbs with noticeable muscles and mid length black hair. More mysterious than menacing. Tanned and limber. Few hobbies other than reading and maintaining his body. Does not need very much entertainment for the hours to go by. Smokes. Ok with just himself for extended periods of time. Past is mostly unimportant, but due to his tendency to rub people the wrong way, he has felt isolated from close relationships for most of his life. Burned many bridges and doesn't have much to go home to. Thus, has become necessarily self-sufficient. Fuckin loves purple
oh and here's some pics

<http://i0.wp.com/angryanimebitches.com/wp-content/uploads/2014/04/vlcsnap-2014-04-11-14h45m52s35.png> https://i.ytimg.com/vi/gZ_fVM3R0R4/maxresdefault.jpg

Auction results

Your item-auction result is as following:

Set	Item 1	Item 2
Auction set 6	Potted Fern	A12IK
Auction set 2	2 Batteries	Tripwire
Auction set 14	Sticky Glove	L88PO

Your inventory at this point in time:

4 tokens

Physical items:

- Potted Fern: n/a use, nice living decoration

- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying

Codes:

- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.

You have not managed to obtain an objective set, thus you will be given one at random before the start of the first common room.

Prologue

You wake up in cold sweat, literally: sweat is dripping from your face and shoulders, you feel uneasy and surprisingly cold as you step out of bed, you try to shake it off with your usual morning routine in this place, you're fairly sure you've only been here four days now but you're starting to get really bored, the only one up for a talk is the head researcher. All of a sudden a, now familiar, tune starts playing once again, usually the head researcher starts speaking, asking how your night has been; how you're feeling; that kind of stuff, once the song has ended so you simply take another look around: as you do so, you notice a small piece of paper on the floor, how odd, as you pick it up and look at it a bit more closely: you notice a pattern in the form of a head of a beaver finely drawn with ink, you decide to simply hold onto it, it might be important in this controlled environment after all, besides any change from this repetitive environment is very much appreciated. Just like that, the song stopped and the head researcher starts speaking, "GOOD MO-RNIN-ING MY DEA-... OH MY, I WAS ABOUT TO ASK HOW YOU WERE DO-ING, BUT I FEAR THAT QUES-TION WOULD BE HIGH-LY IN-A-PRO-PRIATE CON-SIDERING YOUR APPEARANCE AT THIS VERY MOMENT, THUS TO A-VOID FURTHER COM-PLICATIONS IN OUR CON-VERSATION, I WILL NOT ASK FURTHER DE-TAILS." You're not entirely sure what he's talking about, but you just wait what he has to say.

"ON THE O-THER HAND, MAYHAPS YOU ARE NOT.... Himei Excite? IF THAT IS THE CASE, WEL-COME TO COOL TEACH INDUSTRIES ^{trademark}, THE TIME FOR SCI-ENCE IS NOW. WE SHOULD MAKE OURSELVES AC-QU-AI-N-TED AS SOON AS PO-SSIBLE. FOR NOW, A SI-MPLE INTRO-DUCTION FROM MY SI-DE WILL HAVE TO SUFFICE. I AM THE HE-AD-RESEARCHER HERE, UNDER THE A-LI-AS OF SONSUNS. LET US GET ALONG IN THESE VERY IM-POR-TANT TIMES." After this short introduction, you nod to the speaker in your room as acknowledgement but are still somewhat confused at what's going on, "NOW, IN JUST A MO-ME-NT

YOU WILL BE ABLE TO LEAVE THIS RESIDENTIAL ROOM 8 AND BE ABLE TO INTERACT WITH THE OTHER LU-CKY IN-DI-VI-DU-ALS HERE, BE-FORE THAT HOWEVER, HERE ARE THE ITEMS YOU HAVE WON IN OUR PRIZE RA-FFLE, BE SURE TO U-SE THEM WELL!” Sure enough, as Sonsuns states this, a part in the wall opens up and on a plate are the items you have indeed bid on before using your computer, as well as a key card and a one-litre water bottle, you are actually quite thirsty now that you see the water bottle. You take them and thank the head researcher, as the opening closes again. “IT AL-SO APPEARS YOU LACK THE A-P-P-R-O-P-R-I-A-TE TOOLS RE-QUIRED, LET ME SEE... I AM SO SO-RRY.” ‘sonsuns’ states as you hear cracking and stuff moving about, papers and the like: “IT AP-PEARS THE PRO-PER CHANNELS THAT WE-RE MEANT TO DE-LI-VER YOU A GOOD TIME HA-VE FAI-LED TO DO WHAT THEY WE-RE SUPPOSED TO DO. LET ME SEE...” There’s a short pause, but you’re sure that the speaker is still on, sure enough the text-to-speech voice begins speaking again: “I BE-LIEVE THIS SE-EMS FI-TTING, PLE-ASE CHECK YOUR COM-PU-TER.” As you do, you see an objective code and its explanation, ONNM09L: Choose two ID accounts on day 1, you have to correctly guess the owner of one of the two ID accounts for three days, the number of correct guesses does not reset on a wrong guess, “NOW, PLEASE WAIT A FEW MI-NU-TES AS I WILL PRO-PERLY SET UP THE DOORS TO BE OP-EN-ED AS IN-TEN-DED, PLEASE STA-ND-BY.”

So you wait.

Inventory: 4 tokens

Physical items:

- Potted Fern: n/a use, nice living decoration
- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying
- Keycard #8: Grants access to the room number as mentioned in its name
- Beaver Card: How strange, allows you to access the artifical account [/u/4chatwing \[+39\]](#) . It has a neat inkdrawing of a Beaverhead
- Bottle with Water :You're thirsty?

Codes:

- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.

Objective:

- ONNM09L: Choose two ID accounts on day 1, you have to correctly guess the owner of one of the two ID accounts for three days, the number of correct guesses does not reset on a wrong guess

FoF action PM day 1

I'll check out room 8 first. Koala says that that they're also from room 8... so that's a little suspicious. Are there 2 beds? I don't remember having a roommate... So, I want to scour room 8 and see if there's anything weird afoot.

I'd like to go to the recycling room next. I told people I'm going there, so I might be a bit nervous about being met by someone, but I don't think anyone really has it out for me yet. If Koala, Mouse, or Otter are there, I'll be pretty suspicious and be on guard. They said they were going other places, and that'll set off some fear. Hare might be joining me, also. They seem pretty harmless. Don't really care much about talking with them. I'd like to see what's there, if there's anything worth grabbing, etc. Probably won't want to share anything with Hare.

Goat and Pug are wildcards to me. Goat also seems pretty tame, but Pug seems pretty scary. If possible, I'll keep my distance from them.

If I have time, I'd like to check out the incinerator and make sure Otter is ok. They seem pretty worried, but also concerned with their own stuff. I'd keep my distance there as well if I'm able to go. Just want to check if they're ok and if they found their thing.

That's the jist of it. If that's too much, then I'd like to do at least the first two. THANKS

Result PM day 1

All of you feel quite sleepy, you very nearly dozed off a couple of times, and everyone decides to simply go back to their respective rooms, you stick around for a bit, see if someone walks up to your room number eight, but nobody came. So you enter as well, as soon as you lock the door, you take a look around your room once more. Very sparsely decorated might be the best way to describe it: one bed, a simple table with a computer on it, a single chair, the smallest bathroom you've ever seen: but functional nonetheless, checking around the room just to be sure you're not missing anything: the only thing you note is a camera lens poking through the wall, but as soon as you look away for a second and look back: the camera lens is gone. Just as you push back a yawn and crawl in bed, you hear the part of the wall that delivered your items open up again, looking that way, you see a plate with a simple meal and another bottle with clear water waiting for you, as you see the meal you think it might be best to eat it before you go to bed, so you do: the mashed potatoes and beans with tomato sauce aren't the worst ever, but definitely not the best:

whomever made them is not a real chef, the odd crunch in the meal surprises you but after the first two, you don't really seem to mind all that much anymore, you end the simple meal by drinking the entire bottle down: that clear, cold liquid felt really good as you gulp it down. It is now you notice again just how cold you actually are, so you quickly climb in bed, just before the dirty plate, spork and empty bottle are taken away again back into the wall. Though the bed barely helps to deal with the cold, it is comfortable enough.

All of a sudden, you wake up due to a massive explosion and bang. You rush out of your room into the common room to see smoke coming out of where once was one of the two big doors which were closed until now: the massive door having smashed out of its position into the pillar. You hear an alarm as the sprinklers turn on, thankfully, it seems that the sprinklers are room-specific, as the sprinklers in the common room are not turned on, wherever the fire is, it'll soon go out, probably. So you wait in the common room with everyone else: Sonsuns speaks up. "IS EVERYONE ALRIGHT? ONE, TWO, THREE, FOUR, FIVE, SIX..." A slight pause, "I BELIEVE SOMETHING IS AMISS, WOULD YOU BE SO KIND AS TO HELP OUT AND FIND WHAT IS GOING ON, I CAN NOT SEEM TO SEE WHAT IS GOING ON IN THE ROOM WHERE THE EXPLOSION HAPPENED. WE MUST NOT LET OUR FUN BE RUINED BY THESE KIND OF EVENTS, ESPECIALLY WITH SUCH AN IMPORTANT DAY COMING UP SOON!" You look to the other five people you have made your acquaintance with, and wait until you no longer hear the sprinklers and walk closer to the, now busted open, door. The door itself is leaning against the pillar, having made a massive dent into the pillar itself, a closer inspection on the door reveals a dent into the door's side facing you, implying some kind of force must've hit it from the other side back when the door was closed. Sure enough, in the hallway you see the culprit: a heavy, crumpled up metal sheet and the door to the incinerator room, on the ground, that surely must've been a big impact indeed. The hallway itself seems fine for the most part, though the smoke that seemed to have come from the incinerator room has definitely left its marks on the otherwise neat walls, there's some water still on the ground, though it is drying up, so you make your decision as you see a camera focusing on the six of you, though this camera, unlike the other cameras, is not inside the wall: instead it hangs in the corner between two walls, just above the entrance to the incinerator.

After some thought, you decide it *might* not be the best decision to go into the room where an explosion just happened, and instead walk down the corridor for a bit and take the first door to your right, ending up in what appears to be some kind of room where various bits of garbage is collected, with Hare with you, Goat coming in just a bit later on. You see a pile of items, mostly trash, having been thrown together on a single pile as several robot arms pick specific items out of the pile: one arm seems to take out only plastic bottles; another seems to only take out glass; one seems to pick out a strange array of items that don't make sense: batteries, pens, rubber bands... The last arm, which unlike the other arms has a shovel at the end rather than a simplistic representation of a hand, simply shovels up a small pile of items from the larger pile and then puts them on a conveyor belt into another room. Though the other arms also put their collected items on their own, separate, conveyor belt, this shovel arm's is far bigger. Beyond that however, there isn't much else: a couple of tables and a control panel for the arms, an airvent, and conveyor belts: though you don't feel the need to stop, or speed up, the progress that is going on in this room whatsoever.

Despite this, you feel the need to at least come back with something, anything really, but you decide to stay back for a bit, as all of a sudden Hare jumps unto the pile of trash, seemingly in a frenzy, as he hops unto a conveyor belt and snags something triumphantly. He carefully makes his way back, though he nearly falls down a couple of times, you decide to help him out by making the conveyor belt stop as you shake your head. Looking around again now that the process has stopped, you notice a small thermometer, and decide to grab it immediately, snagging it before Hare, who is frantically looking around for more useful items in the trash, can see it. Looking at the thermometer: you notice it is a grand 10 degrees Celsius in here! Just as Hare comes over to check on you, you quickly grab a glass shard, who knows, it might prove useful, though as you do: you notice Goat had been watching your every move.

You raise your shoulders and leave Hare and Goat alone in the recycling room as you head back to the incinerator room before going back to the common room to check up on Otter, you notice there is still some water left in a few puddles, but it is mostly dried up. As soon as you enter the incinerator room, you notice just how pleasantly hot it is in here, a nice change of pace to the general cold that just seems to be everywhere in the building thus far. Looking at your thermometer, it gives off a temperature of 24 Celsius, that is a massive difference from just now in the recycling room! In the room stands a massive incinerator: a large conveyor belt seems to bring trash piles from another room here to burn, dropping the items into an opening of the incinerator: at least, that's what you think would happen were it not for the fact that everything has come to a standstill, though there also appears to be a pile of trash on the ground around this opening. Otter seems to be doing fine as you poke your head in: he's carefully looking into something black with diamonds on the side, initially excited, but then surprised and confused. You decide to leave him be beyond that, as there is no-one else in the room. Just before you leave, however: you hear the conveyor belt starting up again in the incinerator room and the incinerator making heavy, burning, noises. [As you hear the same tune that is played so many times by Sonsuns already.](#)

Status: beaver-licious

Inventory:

4 tokens

Physical items:

- Potted Fern: n/a use, nice living decoration
- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying
- Keycard #8: Grants access to the room number as mentioned in its name
- Beaver Card: How strange, allows you to access the artifical account [/u/4chatwing \[+39\]](#) . It has a neat inkdrawing of a Beaverhead. Password: Participation
- Bottle with Water :You're thirsty?
- Glass shard: 1 hand, +1 attack

- Thermometer: Allows you to check temperatures

Codes:

- ID account: G667SS9, password: Impeccable
- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.

Objective:

- ONNM09L: Choose two ID accounts on day 1, you have to correctly guess the owner of one of the two ID accounts for three days, the number of correct guesses does not reset on a wrong guess

FoF Action PM day 2

Go to storage facility. Of course, careful of my surroundings. Koala/amethyst are of great concern. I believe they have knives and are worrisome - on edge around them. For the most part, not too concerned about anyone else. For the objective, I'll focus on the two people I said I would: y889LL2 and s445rrz. I will try y889LL2 as mouse to begin with. Otherwise, if possible, after checking the storage, I'd like to at least see what's goin on in the computer lab. So, a quick stop there to make sure everyone's ok. Again, i don't want any violence. I'd rather stop conflict than start. Everyone else isn't too concerning.

Result PM day 2

All of you feel quite sleepy, you very nearly dozed off a couple of times, and everyone decides to simply go back to their respective rooms you lock the door and noticed something you did not notice before: there's an air vent literally near the ceiling, just above the computer. Just as you push back a yawn and crawl in bed, you hear the part of the wall that delivered your meal open up again, looking that way, you see a plate and another bottle with clear water waiting for you, as you see the plate with what looks like a square, small, pizza on it you think it might be best to eat it before you go to bed, so you do: it has some crunch to it, and checking the bottom you notice it's somewhat burned: whomever made them is not a real chef, the odd crunch in the meal is likely due to the burned bottom but you don't really seem to mind all that much anymore, you end the simple meal by drinking the entire bottle down: that clear, cold liquid felt really good as you gulp it down. It is now you notice again just how cold you actually are, so you quickly climb in bed, just before the dirty plate, spork and empty bottle are taken away again back into the wall. Though the bed barely helps to deal with the cold, it is comfortable enough.

You wake up at the sound of Sonsuns speaking up, “GOOD NEWS EVERYONE. IT SEEMS THAT WHAT ALL OF YOU WERE DOING YESTERDAY WAS ALREADY THE INTENDED THING TO DO IN THE FIRST PLACE, A TREASURE HUNT! ALL OF YOU MUST HAVE BEEN AWARE OF THIS YESTERDAY, HENCE WHY ALL OF YOU SCATTERED AS SOON AS YOU COULD. HOW EXCITING! BE SURE TO LOOK FOR THE MOST SHINY OBJECTS, OR SHARP. AND REMEMBER, THE WINNER IS ALLOWED TO WIN THE GRAND PRIZE!” You walk out of your room and into the common room, and you see how the metal sheet that blocked the path initially is taken away again: how, you are not entirely sure, but who cares? Elwyn approaches you and Margret, asking if you’d be interested in watching each other’s backs and if you’d be interested in exchanging ID-accounts. You say you’ll think about it, after which he asks if you go to the storage, to which you reply that yes, you do. Margret replies negatively however, and leaves you two to head the other direction.

Ignoring the open incinerator, not necessarily open because the door is open so much as the fact that the door is clearly missing, after all it was shot out of its position, you head right and enter the second door on the left, with the first door being clearly locked. You enter the storage to find Bernard already looking around, he looks at you and Elwyn but quickly looks away again as he checks through the various closets and boxes, you and Elwyn decide to do the same. After a grand two minutes, you already notice that it’s quite small in here: a lot of space was used up to accommodate the closets and boxes. Though most of the stuff in here is junk or useless: some spare cooking supplies, a *lot* of empty jars, and then you notice something: a small box with ‘red pigment’ written on it. You decide you might as well take it, and then you see the grand prize: a golf club? A nine-iron to be exact! Sure, why not? So you take it. You notice Elwyn grabbing a walking stick and the two of you look at each other and grin. But enough is enough, so you decide to leave. Before you do, however: you see Bernard has pretty much blocked the way with the amount of boxes he threw in front of the entrance, so you shove them aside and it seems that under this pile, Bernard must have missed something as you see a strange machine. You decide to take it and leave to head on to the Computer Lab to check out if there’s anything going on. Making your way past the incinerator, and two doors which are open on your right, you enter the third door on your right to see Margret and Amethyst facing off against each other: both bleeding. You rush inside and break them up, and help Margret going back to the common room, leaving Amethyst behind.

Status: wondering how expensive it is to live in Beverly Hills

Inventory:

4 tokens

Physical items:

- Potted Fern: n/a use, nice living decoration
- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying

- Keycard #8: Grants access to the room number as mentioned in its name
- Beaver Card: How strange, allows you to access the artifical account /u/4chatwing [+39] . It has a neat inkdrawing of a Beaverhead. Password: Participation
- Bottle with Water :You're thirsty?
- Glass shard: 1 hand, +1 attack
- Thermometer: Allows you to check temperatures
- Red Pigment: Can turn liquids or food stuff into a blood-red colour, will need some good stirring though.
- Nine-iron: 2 uses, 2 handed, +1 attack, +1 defense: has an advantage over smaller weapons
- Hacking Tool Mark 2: 1 use, Needs batteries (2), if powered: you can access the information about what ID account last used this computer. It will allow you to receive their password and, if you so choose: block their access entirely.

Codes:

- ID account: G667SS9, password: Impeccable
- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.

Objective:

- ONNM09L: Choose two ID accounts on day 1, you have to correctly guess the owner of one of the two ID accounts for three days, the number of correct guesses does not reset on a wrong guess

In your residential room

Once you walked into your residential room, number 8, you noticed something strange: it appears the grate that seals off the airvent, is now on the floor.

Possible Trade (P778AA0 - G667SS9)

P778AA0

Hi whoever you are, I was wondering if you might be up for a trade, I have a walkie talkie that only work with batteries but I don't have any batteries at the moment.

G667SS9

I'm assuming this is Margret, if I've intuited correctly. Beaver here. Do you still need batteries? And where are you planning on going later?

P778AA0

Oh yes that is correct. Don't worry I resolved the battery issue. As for where I am going I am not particularly picky. Anywhere you want to go is fine, I just want to avoid Amethyst.

G667SS9

Alright! I just wanted to make sure that we actually talked about where we would go here and not in the common room. Or I could say somewhere in the common room and we go somewhere altogether different!
meta: I'm really tired so I'll probably take a nap and get back to you about where to go

P778AA0

Alright lets go to lab #2, and say we are going to the operation room.

FoF Action PM day 3

As a general rule of thumb, if someone attacks me, I'd rather use the sticky glove to take their weapon than directly attack back first.

Ok, so first, I want to wait and see if everyone will go to their rooms, leaving the pug alone. If no one is lingering around, I'll go through the pug's pockets to try to get their ID card/room card and anything else on their person.

If someone besides Elwyn is hanging around, I'll try to talk with them and figure out what they're trying to do. If it seems I can't get them out of the common room, I'll just go to bed. If they do eventually leave, then I'll search the pug's body for their ID card/room card. And if Elwyn is not there and is not sleeping with me, I'll switch my beaver card with the pug card, and I will mix the red pigment with water and cover them in "blood," so it seems that Beaver was killed.

I'll use the safety security code, L88PO, before going to sleep, regardless. The vent is worrisome.

If Elwyn is hanging around because he doesn't have a place to sleep, I'll offer them a spot on my room's floor. Again, if Elwyn sleeps with me, I'll let him have my food (especially the water!) ALSO, if he sleeps with me, in addition, I'll try to stay up later than him or get up earlier and sneak my beaver card into his pockets, so that he'll have the appearance of Beaver without knowing it, and I'll (attempt) to leave before they do in the morning so they won't notice (hunger can wake someone up!). Of course, this is in a long string of events that I'm not sure will happen at all.

OK SO if I was able to get the pug card earlier, I'll wear the pug card when we get up. If I wasn't, but gave Elwyn my beaver card, I'll wear no card. If I still have the beaver card, I'll hide it somewhere (if that's possible) and wear no card. So, I should be wearing not-the-beaver-card in some fashion. I will stand in complete silence and watch where Margret/Amethyst go. I am trying to keep my natural identity hidden (to an extent - I could be an NPC!) Margret said that they wanted to go, accompanied by me, to lab #2, but I

think that their ID account could be compromised by Amethyst, so I want to see where they are going before I go anywhere. If Margret/Ame are going to some place together, I'll go somewhere else (meeting space is the last place I want to go, though). If Margret actually goes to lab #2, and Ame doesn't, I'll go with Margret to make sure nothing bad happens, but won't interact, and will set up tripwire at the door. If Margret goes to the operation room, I'll go with them as well, as lab #2 could be a trap. If Margret goes to the common room, I'll go to the operation room.

During all of those possibilities, I will not reveal that I am beaver or talk at all. I am on edge around Ame, Bernard, Margret, but will not attack any of them first. I will fight Ame to death, though, if I have assistance and am able to take one of their weapons. If I didn't stop by the common room, I'll poke my head in after I go somewhere else (if I have time)

For my objective, I guess that Bernard is s44 and amethyst is y88.

Result PM day 3

All of you feel quite sleepy, you very nearly dozed off a couple of times, and everyone decides to simply go back to their respective rooms, well: except for Hare, whom stays behind in the common room, having been basically kicked out of his own room. You confirm everyone is going to their rooms: Amethyst to room 10, Margret to room 7, Charles to room 9 and Bernard to room 5. Elwyn meanwhile, positions himself in such a way that he has clear sight on the door to room 10 and it's quite clear he's tense. You shrug your shoulders and walk inside your room, you see your meal is waiting for you, so you decide you might as well eat. Scrambled eggs, crunchy and bland, and the regular bottle of clear water, you drink it up after a shrug: looks good to you. Next, you go over to your computer, login and use your L88PO code. You feel a bit safer now. You decide to go back into the common room to check up on Elwyn, you walk up to him and asks what he's up to, he replies that Amethyst has tried to kill people already and that she should be subdued. You try to offer him to stay in your room, but to no avail: he won't butch.. Still tense and keeping watch, he's about to stand up and take a walk around as you ask what he's going to do, he replies that he wants to make sure nothing happens in the common room and you offer to check for him: no problem. He's ok with that as he waves you off: going back to having a staring contest with the door. Now's your chance! You head on over to room one, which has the only source of light still left in the common room now that all the doors are closed everywhere, careful not to make too much noise, and start your plan: you check Pug's body and snag the Pug card, then switch it around with the Beaver card, there's nothing else on the body. At the moment that you have both cards on you, you notice that the body is that of a girl, a teenager at best, and her face is smashed in and a bloody mess: unrecognisable. You breath heavy at the sight, but successfully complete the little transaction: the body now looks like a humanoid figure with a beaver head and you should look like a pug. Then you do the next step: you set up the body in such a way that it leans against the wall and then mix in some of the red pigment in with the water in

your bottle, then release it all over the body: careful not to hit the face so that the Beaver head stays intact. You look at your handy work, when all of a sudden the lights turn off: it's pitch dark all of a sudden, it takes a while to get your bearings but you make your way back: careful not to attract Elwyn's attention. Not that you saw him, but you never know. You head to bed, which does little to make you feel warmer.

Waking up, you're not entirely sure how late it is: you do know the temperature though! Checking that as a placebo of some sorts, you see it's a mere 12 degrees Celsius in here, quite cold actually. You pick up your pug card again, confident that you're a dog now, rather than a beaver. As you walk in, you notice that there is... no one, how strange. You quickly check your surroundings: you notice both the entrance you used twice thus far is open, but also this big, shiny door that thus far was closed. You decide to go through that door and just as you're about to step out of the common room, you hear a door opening: so you rush out and look around. The door straight ahead is closed, you quickly turn right and open the first door to your right. Oh, it's a toilet. You close the lock and wait. You hear two pair of footsteps, that slowly turn away. You're about to open up the door as you hear yet another two pair of footsteps, you hold your breath as they quickly walk up to your door. You hold your breath even more as they pull on the handle, only to continue on their way. Confident it is quiet now, you carefully open the door and look around: no-one. You have no idea where anyone is so you take a left turn, passing by the common room again: walking past an open door to your left and entering the second door. Judging by the operation table, this must be the operation room. A quick scan reveals that Margret is not here, nor is anyone else, oh well. The room is actually, surprisingly, empty: besides the operation table there's a cooler, a table with some miscellaneous papers and a small cart that has a lot of items you're fairly certain are either sharp or painful. From those, you pick up a scalpel: it looks the most reliable to be honest. Amongst the papers, you find a note with some weird stuff on there:

Always cold. Always thirsty. Never hungry. Will consume without reason. Likes the warmth. Reptiles? Water There's more, but whomever wrote this has seriously bad handwriting. You check inside the cooler and find what appears to be a single blood bag with a frozen sticky note on it, you can barely read what the sticky note says.

No longer required, drain it or send it back.

So you obviously take the blood bag, the sticky note and the other note as well as you head back to the common room.

Status: who let the dogs out

Inventory:

4 tokens

Physical items:

- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.

- Sticky Glove: 1 use, Steal an item or weapon a player is carrying
- Keycard #8: Grants access to the room number as mentioned in its name
- Pug Card: How strange, allows you to access the artificial account /u/ 10trAmPsSNoW16. It has a neat inkdrawing of a pughead. Password: Passthrough
- Glass shard: 1 hand, +1 attack
- Thermometer: Allows you to check temperatures
- Red Pigment: Can turn liquids or food stuff into a blood-red colour, will need some good stirring though.
- Nine-iron: 2 uses, 2 handed, +1 attack, +1 defense: has an advantage over smaller weapons
- Hacking Tool Mark 2: 1 use, Needs batteries (2), if powered: you can access the information about what ID account last used this computer. It will allow you to receive their password and, if you so choose: block their access entirely.
- Scalpel: 1 use, 1 hand, +1 attack
- A paper containing messy notes
- Blood bag: ewww

Codes:

- ID account: G667SS9, password: Impeccable
- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.

Objective:

- ONNM09L: Choose two ID accounts on day 1, you have to correctly guess the owner of one of the two ID accounts for three days, the number of correct guesses does not reset on a wrong guess

FoF Action day 4

Ok, so I go to bed like normal. I dunno if that vent is weird but it's freaky, so I'll close it if I can. ALSO I dunno about the water. Seems fishy. Especially with the recent note that you gave me. So, if I can in some way not drink it, that would be great. I swear it's doin something to me.

When I wake up, I'll hang back for a bit, and put the pug card down in room 8 (unequipping it) Then, while still in my room, I'll cover myself in blood from the blood bag (including my face!)(if the blood in the blood bag is too scary to use, I'll use the red pigment to the same effect) in my natural form (so the pug card is undamaged). I'll stumble out and act injured and unstable.

I want to hang back for a while because I don't want people to see what room I come from, so I can pretend to be someone else. I will hobble around and, if I run into anyone, I will claim that I was a researcher in the facility but that a madman took it over, attacked us, and left me for dead, and I just woke up/came to. If they ask further, I was testing the effects of certain drugs on animals to cause obedience effects, and some crazy people stormed the area and took over my research, expanding the experimentation to humans. I will do my best to seem science-y, but my acting should get a pass because of how injured I am and how few people there are to actually thoroughly investigate. Thus, I'm basically pretending to be an injured NPC. I will head to Lab #1, and if people are there, I will say that I am searching for papers to find out more about how the new experimenters have expanded their research to humans (I actually am just searching for information, but under a different guise). Himeji is pretty good at lying, so I should be able to keep up a decent facade.

If I have time, I will head back to the computer lab and/or lab #2 from an earlier day to try to find out more about what is being done at this facility - more researching about what is being done here. I'll be pretty docile in general. I'm not trying to pick a fight, I'm just trying to find out what's happening (both as my pretend character and my real one). I have no reason or real way to blow my cover as I never revealed my actual character beforehand.

I will not trust Margret or Amethyst, no matter how friendly or cooperative they seem. I won't attack them, but I do not feel safe around them, and if they attack me 1 on 1, I'll have no hesitation to stick their weapon and kill them. Bernard is worrisome, as I think he has the Winchester + a bullet. I'm assuming the persona of an injured NPC, so it makes sense that I'd be paranoid and unsure of who I'm dealing with. Elwyn and Charles are harmless, and basically are allies.

My primary goal tonight is to assume the persona of an injured NPC researcher and find out more about what's happening.

I will also bid 4 tokens on both item set 2 and 4. Objective: I guess that Bernard is s44 and amethyst is y88.

Result PM day 4

All of you feel quite sleepy, you very nearly dozed off a couple of times, and everyone decides to simply go back to their respective rooms, well. Except for Elwyn, whom stays behind in the dark common room. You enter your room, and proceed to put the grate back where it belongs: it takes a while to put the screws back in by hand, but it works out in the end. You expected food and water to come, but... nothing. You decide to simply go to bed hungry and thirsty.

You wake up, and decide to do a rather disturbing thing: you open up the blood bag and proceed to pour it all over yourself. It feels kind of gross, oh who are you kidding? It feels *really* gross. The blood is literally all over you, including your face, dripping on the floor. You believe yourself ready to head out, leaving the

pug card behind and heading out of the common room: you see nobody, though there are chairs in front of every single door, including yours, kind of odd... Making your way to the computer lab again, you go through the entrance you entered through the first days: ignoring the incinerator and taking a left turn, ignoring the next two doors to take the third door on your right: the computer room. Inside, you see multiple rows of computers, and decide to check them out. You see a computer on the second row is still on, and note that there are a couple of blood spatters there on the ground: strange. Then again, you've been doing nothing but leave blood spatters everywhere, so you check the computer, it seems to be some kind of old e-mail opened up.

An E-mail from Ethan Lane to Harold Spree:

From: Lane@CTImail.com To: Spree@CTImail.com

Subject: APE, a quick status update

6 September 2015

Dear Harold Spree,

The requested items have been delivered to Lab 1 as soon as we could, we only lack items numbered 25, 26 and 30, for which we might run into difficulties, especially because there is no way we can get the required people to give us the desired items without bringing up the reasons for why we need them. I kindly request that for now, it might be the best to simply run some basic tests with what we have until we have these items. As for the SSP, there will be a meeting on Wednesday at 10'o clock about the final results thus far. I'm afraid we will have to make do without the head researcher.

See you on Wednesday,

Ethan Lane, Cool Tech Industries; facility of Artificial Personality Enhancement

You decide to check out if this Harold has replied, or if there are other mails, but as soon as you click on back: you are brought back to a log-in screen. You sigh, as you head on over to the third row of computers, see if there's something of interest there, and sure enough: at least two computers are on, so you check those out. One contains two codes for you to use: R00TL and S54NP. The other one, contains something more interesting: it's opened on a file titled "participants", inside you find ten pictures and some explanation. Reasons for what, you're not sure, but some of them definitely look familiar to you. You see nothing else of value here, and decide to head on out to Lab number two. Leaving the computer lab, going left: and in the kitchen you see a nice shortcut, you notice what appears to be a pan of soup being boiled and some children's cooking book, but ignore that and leave the kitchen through the other door: taking a right turn, another right turn and seeing the two doors in this hallway with a dead-end. The right door leading to the laboratory, the left...? You decide to take a peek inside the left room, but as soon as you step inside, the door closes immediately, and you are confronted by a young lady holding a book, looking straight at you. As you hear the door slam shut.

Status: banished and in the library

Inventory:

1 tokens

Physical items:

- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying
- Keycard #8: Grants access to the room number as mentioned in its name
- Pug Card: How strange, allows you to access the artificial account /u/ 10trAmPsSSNoW16. It has a neat inkdrawing of a pughead. Password: Passthrough
- Glass shard: 1 hand, +1 attack
- Thermometer: Allows you to check temperatures
- Red Pigment: Can turn liquids or food stuff into a blood-red colour, will need some good stirring though.
- Nine-iron: 2 uses, 2 handed, +1 attack, +1 defense: has an advantage over smaller weapons
- Hacking Tool Mark 2: 1 use, Needs batteries (2), if powered: you can access the information about what ID account last used this computer. It will allow you to receive their password and, if you so choose: block their access entirely.
- Scalpel: 1 use, 1 hand, +1 attack
- A paper containing messy notes

Codes:

- ID account: G667SS9, password: Impeccable
- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.
- R00TL, 1 use Allows the user to see what ID account is attached to which room
- S54NP, 1 use Allows the user to see what happens in any room of their choosing, and on which night or day, even the past days/nights, specifically, does not have audio.

The ten pictures seen on the screen

Find lost love

To buy the company

Roger

To test new possibilities

Cash

to see this project reach the proper conclusion

a great way to get to know young people, and learn more about what is hip and cool these days

Money is nice

Money to pay off his debts

Money to isolate herself further from people

Banishment

Meta

Congratulations, you have been banished! You are incapable of communicating physically with others using your artificial or natural accounts, and because you lack the proper tools as well: you are incapable of using your ID account for now. In return, you get to communicate with your surroundings and the one you share the room with, in this case: ????. You are free to keep asking questions, or attempt to do stuff, until the action PM has to be send in. You are allowed to see what is going on in the common room however, for sake of potential missed subjects or potential topics. Nobody knows you are banished and they will be incapable of confirming whether you are alive or dead.

With the door behind you, you realise you're stuck here: you feel somewhat uneasy as you look around. There's books, *a lot* of books, and a lot of shelves, with more books. This must be some kind of library, why this is here: you do not know. Whilst looking around you, blood that you covered yourself with is still dripping down unto the carpet.

A young lady sits in the center of the room in a rather comfortable chair, looking straight at you, book in hand. Whether she's looking at you or not is anyone's guess, but she finally speaks up, "Why. Hello there, what is it that brings you here?"

"Well, first off, I had no idea there were other people alive here. The participants, the scientists, the experimenters... and you don't seem to fit into any of those. How did you end up here and so unscathed? To answer your question, though, I'm here to shut this whole thing down. At least one person has died so far, and for rather trivial reasons. Fights for fights sake aren't my thing. Death for nothing sets me off, makes me passionate, makes me want to stop it. So, if I could, first, figure out what's going on here and, after, work to end it before it's too late..."

She seems unamused, but replies all the same: never looking you in the eyes, instead focusing on a point to the left of her, you can't really see wherever she's looking due to a bookcase, you'd have to move closer,

unfortunately: and you're not sure if that's a good idea, so you decide to at least hear what she says here first.

"But I am experimenting... Other people alive... Shutting this place down..." She breathes down once, quite heavily actually, as she suddenly looks in your direction: not moving herself much, instead simply looking at you from the corner of her eyes, "These deaths are not for nothing, Himei Excite. Death always has a meaning, no matter how tiny, and there is nothing we can do to stop it."

A pause

"Not for want of trying, mind." As she looks back to the same spot she was looking at before.

"With second thought... death itself might not be what makes me angry in this case. Not the death of other people, at least." Himei grins. "It's the fact that I could die and not have any control over it. It didn't seem 'real' til someone else died. Now, it's fight or flight. Kill or be killed. And I'm sure as hell not going to be killed."

"I guess this uncertainty of dying awoke something in me. Perhaps that's the point of this - an experiment where death is on the line brings out the real nature of everyone here. That could be the meaning of these deaths. It's working. And it's making me quite excited."

"You're a part of this? Anything you've got that I should know? Am I in over my head? Who's side are you on?"

She still keeps looking at that one spot, book on her lap, "Yes, yes. Typical. One cares only for their death, when push comes to shove..."

"What's real and not is entirely subjective, would you not agree? Of course you would, or not, your opinion does not matter much in this. Nor will it ever. Your life however, does."

"If this pitiful attempt at embracing what it tries to copy excites you, then I suspect you must not have much experience in life. Though judging by your current appearance, I must say that your mind likely works in strange ways." She says, throwing another quick glance again before keeping her eyes on the spot, though she suddenly starts shifting her gaze and face, eventually her position to follow *something*, you look up to where she's looking and now you see it: a blue butterfly...

"You ask many questions, Himei Excite." The young woman states, "Yes the simplest of questions escape you, like asking for one's name."

"Well, you already know mine. That gave you some legitimacy. I know you know things I don't. I never told any of the participants my name, or even showed them who I was or what I looked like. So, you either read some things I haven't, or are actually an experimenter like you said you were."

Himei walks slowly around the library with no particular aim, seeing if any book titles or odd objects jump out to him. Carefully, of course, glancing at the girl frequently.

"So you know my name and I don't know yours. You're aware of things I'm not. I'm obviously not in a position of power here. But, you seem like you'd like to talk anyway. Can I ask you who you are? Or what you're doing here? Or, maybe, at least, your name?"

As he says that Himei pauses and looks her dead in the eyes, dripping with blood.

She chuckled once at his attempt to intimidate her, "I've seen far more terrible things than you, you needn't try to, you only make a fool of yourself." As if to put emphasis on her point, she looks away again, back to the single butterfly that flutters around, you scan the books in the meantime: a wide variety of books, seemingly with no real connection: cookbooks, books from old fashioned authors, poetry bundles, books about historical cycles, there's even philosophy here. Yet, the book that she reads is a simple children's nursery rhymes book. You're not quite sure what to make of it, especially since this young woman can't possibly be that much older than you.

"I'm aware of many things, and every day I learn more, yet I know the most important lesson all should know. Power is relative. In a world of the seeing, the one-eyed man is mocked and made fun of. Yet, in the world of the blind, he is the king."

She seems to think, as she strokes the cover of the nursery book.

"Sometimes, those with the weakest will to survive are the strongest of them all." A pause follows, as she slightly raises her shoulders as she looks away, "Or so it goes."

"Sometimes the most beautiful things in life are the most simple." She states, as she looks longingly towards the blue butterfly, still restlessly fluttering about.

She seems to think again, conversations with her seem to always have long moments of quiet, but she doesn't seem to care: "... I suppose Bookbinder can suffice, I was going to say Inkdrawer, but it does not have a nice ring to it, does it not?"

"As for what I'm doing here, I read. Aside from that..." She says with a smile, as she stares at the butterfly, "Nothing."

Himei looks unfazed. "You say you only read... yet you know my name? You must be reading some pretty up to date stuff. Isn't that perfect."

Himei inches closer to her and examines her immediate surroundings, deliberate and unthreatening. He's just trying to get closer to talk more, not start anything.

"I think you know more than you're letting on. But it's ok. I won't force anything. There's just a couple things I'd like to know."

First, what have you 'read' about the water here? Why am I always thirsty? What is the water doing to me? Do you drink it? Should I stop?"

For some reason that statement ignites something within him, and Himei begins pacing rapidly and blurting out half-baked thoughts. He's clearly thinking aloud, agitated and excited.

"Second... there were 10 participants listed that I saw. 6 of them are the main players, including me. That leaves 4 people who I don't know. 3, if the black-haired girl is the black-haired girl who's been killed - well, I'm not familiar with her, but it doesn't seem like I'll get the chance to get to know her."

"But, going from the blurbs, only 2 of them seem like they're the experimenters. The third, an older man, is trying to purchase a company. So, that leaves 2 people. And one of them is you. 'To test the possibilities' was your motivation, if I remember correctly..."

"What are you trying to test? It has to do with the food, right? Like I was saying earlier? And who's the other man?"

Himei calms down, now quite close to her without even realizing, but docile and lost in thought. He speaks with his back turned to her.

"Come to think of it, I saw a children's book just like the one you're looking at in the kitchen. So, I assume you're cooking whatever is on the stove. Wouldn't it be about time you went and got your food before it burned?"

Himei searches the room for the butterfly and rests his gaze upon it.

She seems annoyed at Himei invading her personal space, and seems to take a lazier sitting position, but she keeps the air of a well-taught person around her as she crosses one leg over the other.

"So many questions, and you ask me about the water?" She chuckles slightly, like a rich person chuckling at the situation of the poor, "There is indeed something here, in this facility, that was done *with* the water. Though I suppose that would be hard for you to understand, giving your, frankly, odd way of thinking."

"Food he says," She seems highly amused, but somewhat distant all the same as she seems to talk to the butterfly, "I will say that all of you have been doing a terrific job ruining what small things I have crafted with so much care."

"The other man? I can take a guess on who you are talking about, but I am absolutely terrible at taking chances, it is why I am here after all."

"Look around you, there's many children's books here, I will admit that it's a logical conclusion, but I can tell you this: I have not left this room for the last six days. But that book you are talking about, I'm fairly certain it was from this room, yes."

As for the butterfly, it seems to have landed on a bottle of red wine, was that there before? That is standing on a small table next to the chair that Bookbinder is sitting in, she herself seems annoyed by this.

"I appreciate the answers, no matter how cryptic they are. Thanks... Bookbinder. I'm sure I can be annoying." Himei does sound earnest, but is understandably frustrated that it seems difficult to get anywhere with his questions.

"At least you gave me somewhat of an answer about the water... I knew there was something weird about it..."

"Well, since we're not getting anywhere, it'd be nice to take off some stress, and it must be a bit lonely being in this room all alone. Assuming that no one else has run in to you... but that's beside the point. Care to drink?" Himei gestures towards the bottle, careful not to drip on her or anywhere near her or anything valuable, and glances casually around for wineglasses.

"Although, maybe we shouldn't... It seemed the other experimenter is a bartender, judging from the background of his photo... Who knows what could be in the bottle..." Himei stops, weighing the options... but decides to continue looking for glasses.

Bookbinder looks at you, then rolls her eyes every so slightly, waving her hand at the small table, you look back and there are three wineglasses. The butterfly is now sitting on the rim of one of the three glasses.

Himei consciously notes the seemingly magic event that just occurred before him, but, on the surface, ignores it entirely.

"I do hope you'll join me. It'd be rude if I drank alone." He gingerly reaches for a glass, opens the bottle, and pours a bit for himself. "I guess since I can't drink the water here, this is all I've got." He pours a glass for her as well.

He has a small drink.

He then notices the number of glasses. "Three...?"

She seems to ignore what you're saying, taking a sip of her wine as she makes a hand gesture to pour the third glass as well, "Don't be rude to the other guest." But you see no-one here besides the two of you and the butterfly that rests on the rim of the empty glass, you pour carefully into that glass as well, but the butterfly remains on the rim of the glass, not afraid at all. Bookbinder holds the glass lazily in her left hand, and seems to think for a while: taking another sip.

"How about a little something for keeping me and my guest company? I must admit I prefer being alone, but occasionally company can be appreciated. Even if said company has come in uninvited. She peers in her glass, and then at her book, which she is now holding in her right hand, just after a few seconds however: she puts the wineglass down noiselessly and takes something out of her book and places it on the table in front of you.

You see a fine paper card, on it is drawn the head of a Badger in fine ink. However, when she's holding it: she does not transform into the usual humanoid figure with the appropriate animal head. You take it, and as you look at your reflection in the glass, you can't seem to see your own reflection.

Badger Card: How strange, allows you to access the artificial account [/u/5anitwig](#). It has a neat inkdrawing of a Badgerhead. Password: Impressive

FoF Action PM day 5

When the door to the library opens, I'll thank Bookbinder for her time again, and ask her if she'd like to join me in solving this thing. I'm sure she'll say no, but it's worth the try! If she does decide to leave with me, I'll still act as if I was an experimenter like I described earlier and not use the badger card.

When I leave, I'll make sure to grab the bottle and two glasses, and will reassume the previous pretending-to-be-an-injured-experimenter thing I outlined before if I run into anyone - with a twist. I'll

wear the badger card and mostly keep silent, but if prompted, i'll tell a bit about myself - basically, that I'm a researcher who was left for dead and is just trying to put some last pieces together and put an end to the madness. I'll keep a low profile, but if pressured, that's basically what I would say.

I'd love to share some wine with any of the lovely people I run in to if they seem nice - especially the bartender. Of course, this is awkward given that I'm pretending to be hurt and hobbling around, but fuck it. I'll say the alcohol is to numb the pain if someone asks.

Actually, I don't think everyone would be lovely to run in to - now that Bernard has possibly revealed that Amethyst is still alive, I still am very cautious around her/otter (as I believe otter is amethyst) I will also be weary around any identity card now, as any of them could be anyone. Only Otter/hare are cards that are damaged, with pug still in my room... I guess Margret is worrisome too. Awfully strong. But Bernard/Elwyn/Charles are of no concern. I obviously won't be relaxed around them but I won't attack or anything. I'll basically be checking the rooms for information while checking my back as well.

My main goals are to scour Lab #1 for any information, as I wasn't able to go there earlier, and then go to the AI room later, after people have presumably congregated there. I will still pretend to be hurt and sciencey and everything if people ask, but I will definitely prioritize finding information over interaction with people. I will seem rushed and worried, as if I have places to go. They should have no reason not to trust me... And I have wine too! Great! Well, assuming I'm able to take the wine with me. And if the wine just appeared, how am I supposed to know if it's even real or not?? Is it just a simulation?? UGH

Objective: I make the same guesses I've done the last few nights. I don't even know if I have to make them anymore... I guess that Bernard is s44 and amethyst is y88.

Result PM day 5

You sit for a while in silence, Bookbinder was not kidding when she said she liked the silence as she's perfectly comfortable casually reading through the nursery rhymes in the book of hers, but you got nothing to do much. Sure, you could grab a book, but there's probably more important things to do. You look over in her direction again: the wine bottle basically being empty, though there is still wine in her glass, yours is empty, as is the third glass, with the butterfly still sitting on top of the rim. Whomever this third guest is, you are not sure if he's ever going to show up. Bookbinder notices you looking at her, and she ever so slightly nudges her head in the direction of the door, seemingly more bored about having to do that than anything else as you look in the direction to see the door is open. You decide to stand up, and you ask her to come with you, but she simply waves you off. You're about to step through the door, when you realise you ought to thank her, so you turn back around when you see the third person sitting there. The butterfly is gone and now there sits a man, wineglass in a gloved left hand, black hair spiked back and calm green eyes. How did he get here? He nods at you, but doesn't do more than that, you're perplexed but manage to stammer out a thank you to Bookbinder, whom acknowledges it by simply looking up to you once. The

green-eyed man, however, has to chuckle for a bit. You decide it is best to leave the two of them alone as you turn back around, only to find something on the ground: Audio Recorder #18 and Audio Recorder #20...? What are those doing here? You shrug your shoulders and pick them up

You decide to make your way to laboratory one, ignoring the kitchen on your left, and then another three doors on your left, you see that the first door on your right is still closed whereas the door, on your left, to the common room is open. You then ignore two additional doors on your left to end up at the third door on your left: laboratory number one. You enter without hesitation, no soul in sight. Inside, you don't see much: around the room is a bunch of nonsense you can't really use, but there's a lot of papers, but you ignore them mostly: it's too dark at this moment to properly read these things. Inside of the laboratory are several large water tanks: and you suddenly realise just how hungry and *thirsty* you are, you still have that one water bottle... You shake that feeling of thirst off, truly this place had nothing, or so you think as you, on complete accident, spot another audio recorder. Other than that, not much, so you make your way out of the laboratory and back to the common room door that you passed before: you notice that the door opposite the common room door is now open, this must be the AI room. When you see Charles rushing past you, in great fear. Not sure what that's all about...

You go in anyway, going through the long corridor and as soon as you're about to step in: you see why Daniel might've run away. You see a corpse, humanoid figure with the head of a sheep, and Mouse holding a bloodied knife. A quick glance in the room itself, reveals a heavy contrast with the situation at hand: party decorations, a table surrounded by twenty-three chairs; on said table a cake with two candles and a couple of small presents In the back stands a massive set-up, involving a lot of computers; processors; wires and coolers, a single, partially smashed, screen stands in front of this monstrous machine: a smiley face on it, and [a rather weird song is playing](#). You notice from the corner of your eyes that two butterflies are flying into the room: a blue one and an orange one, but you quickly make your way out of the room after seeing the Mouse standing up: knife at the ready as you run back to the common room.

Status: what the fuck

Inventory:

1 tokens

Physical items:

- Tripwire: 1 use, You can wire off certain parts of the area with this, causing itself to be a hazard to other players. -1 attack; -1 defense to a victim
- 2 Batteries: Can be used to power up items that require batteries.
- Sticky Glove: 1 use, Steal an item or weapon a player is carrying
- Keycard #8: Grants access to the room number as mentioned in its name
- Pug Card: How strange, allows you to access the artificial account /u/ 10trAmPsSNoW16. It has a neat inkdrawing of a pughead. Password: Passthrough

- Badger Card: How strange, allows you to access the artifical account [/u/5anitwig \[+4\]](#) . It has a neat inkdrawing of a Badgerhead. Password: Impressive
- Glass shard: 1 hand, +1 attack
- Thermometer: Allows you to check temperatures
- Red Pigment: Can turn liquids or food stuff into a blood-red colour, will need some good stirring though.
- Nine-iron: 2 uses, 2 handed, +1 attack, +1 defense: has an advantage over smaller weapons
- Hacking Tool Mark 2: 1 use, Needs batteries (2), if powered: you can access the information about what ID account last used this computer. It will allow you to receive their password and, if you so choose: block their access entirely.
- Scalpel: 1 use, 1 hand, +1 attack
- A paper containing messy notes
- Audio Recorder #18: Holds something to listen to? Give it a listen, or not.
- Audio Recorder #20: Holds something to listen to? Give it a listen, or not.
- Audio Recorder #29: Holds something to listen to? Give it a listen, or not.

Codes:

- ID account: G667SS9, password: Impeccable
- A12IK: 1 use, Allows the user to select two ID accounts, and see the private messages exchanged between them on a day of your choosing.
- L88PO: 1 use, Upon using this code, the residential-room of your choice will be protected from harmful effects until the next common room phase.
- R00TL, 1 use Allows the user to see what ID account is attached to which room
- S54NP, 1 use Allows the user to see what happens in any room of their choosing, and on which night or day, even the past days/nights, specifically, does not have audio.

read the paper I found

If possible, I'd like to read the paper that I found to myself before deciding to share its contents with everyone. I can just pull out the paper and read it in the common room.

Always cold.

Always thirsty.

Never hungry.

Will consume without reason.

Likes the warmth.

Reptiles?

Water.

There's more, but whomever wrote this has seriously bad handwriting.

FoF Action PM day 6

Ok, simpler this time (maybe)

Will use S54NP to see what happened in the AI room last night... what the hell?

Will generally keep to myself. Don't trust mouse at all, as I saw them in a rather incriminating spot.

Amethyst/Otter/Margret are also not trusted. Could be a misunderstanding, but all the same, I do not want to be in the same room alone with them. Charles I still trust. Otherwise, I have no idea who's still alive, and will be cautious around anyone.

First, I will rush to the AI room (with the Badger card equipped), and see if anyone is in there and if the sheep-headed body is still on the ground. If Mouse/Amethyst/Margret is in the room alone, I won't go in, but if Charles is there at all, I'll be alright with entering. Again, if anyone asks who I am or pressures anything, I'll give em the same information I told you in the past. No one has any clue what's going on here so I could totally pass as a scientist.

If the body is still there, card intact, and I'm ok with entering the room, i'll take the card for myself, searching the body for other stuff, but also to see who it is. Then, I'll check the mess of computer stuff in the back to see if I can find any information/papers. If the body is not there / the body has its face revealed, I'll just see who it is and move on.

I mostly want to go to Lab 3, but again, I'm very weary of who is there and who isn't. If

Mouse/Ame/Margret are in the room alone, I won't go in. If I'm able to get in and feel safe, I'll set up tripwire and scour the room for information. Will be very cautious the whole time. If attacked, I will attempt to stop a fight by saying that I'm trying to get the whole thing shut down and get everyone out alive, but if that doesn't work, I will attempt to steal weapon with Sticky Glove and turn the tides - and if it's not looking good, I'll flee.

Then, with all the information I've gathered, I guess I'll head to the observatory to see if anything's going down and if we can confront our experimenters, and bring the whole thing to the ground. Let's do it!!!!

Main goals for this night are information, keeping to myself, not starting anything, being cautious, finding out what the hell is going on, and if I can stop this before it's too late.

Result PM day 6

You enter your usual room, and immediately go sit behind your computer to use your S54NP code. You see not much happening, besides some robot hands putting up decorations and chairs in a certain way. Eventually, you see a sheep figure and Daniel walk in, amazed at the surroundings. Then suddenly, Daniel freaks out, whilst Mouse stabs the Sheep from behind with a knife, causing Sheep to collapse to the floor. Daniel is still freaking out, eventually pulling out a scalpel and racing towards Mouse to stab him in the shoulder, pushing them off the Sheep, but as soon as Sheep wants to grab Daniel's hand, Daniel slaps it away and turns around to walk up to the screen in the room and starts punching it. Sheep then tries to get up, but is stabbed in the chest by Mouse and dies. Daniel is still freaking out as Mouse comes closer with the knife, until Daniel charges at Mouse: tackles her out of the way and runs out. You see yourself come in, and be chased out by Mouse quite quickly. The final thing you see are two butterflies: one blue, one orange, fly into the room.

You raise your eyebrow at the confusing scene, as you see the meal has been delivered: but you ignore both. Something *has* to be wrong with it, and you head to bed. Just when you wake up and are about to leave, you learn that the door is *closed*, you start to get worried: what's going on? It takes a full ten minutes, but then the door finally opens, and you rush immediately towards the AI room. Inside the AI room, the situation looks similar to the one you saw: sheep's body lies dead on the floor: a stab wound right in the chest. In the middle of the room stands a table: a couple of presents, two empty glasses and a full bottle of white wine, both the glasses and the bottle are quite similar in style as you saw in the library, around the table are twenty-three chairs in a circle, but within this circle: next to the table are two comfortable looking chairs, a butterfly on each of these seats' armrest, one blue; one orange. The entire room is decorated for a birthday party, and you spot the door to Laboratory three. Further back in the room, you see the gigantic set-up of wires, computers, processors and coolers with a single, somewhat broken but still functional, screen; with the screen seemingly turned off. There's a little party hat on top of the screen, still. You quickly check Sheep's body and find his card, transforming you into the Sheep figure and the body into... Bernard. You check for other things, but only pick what you're really interested in: his ten tokens, his two audio recorders and a list of some sort. Once things have calmed down, you should check those out. On the table, you notice a different-looking key card and take it, might come in handy, but you're careful not to disturb the rest of the scenery. You walk up to the gigantic set-up, all you know for certain is that it's too complicated, though on the back of the screen: you find a little bit of text. It simply states: Sonsuns. Next, you walk up to the entrance to laboratory #3, which is conveniently in this room, and as a bonus: there's a glass window that allows you to look inside. You carefully make your way over, making sure to not get spotted, and look inside: you see Amethyst messing around with a body, the face of this particular body looks similar to the one in the picture associated with "to buy the company". There's a total of twelve dead bodies in there, and you decide it might be for the best to *not* go in, so you quickly leave and head back to through the common room to go to the observatory.

Walking through the blown-up entrance, you take a left turn, another left turn and at the end of the hallway is a door to your left that is open: stairs leading up. You take your first step, only to fall flat on your face, tripwire. But nothing else happens, you still remain vigilant however, just in case. Inside the observatory room, there's smoke everywhere, making it hard to see what is going on inside. But it *is* quiet. You decide to follow the wall, keeping it on your left. Eventually ending you up at a control panel with various screens and the like, you notice a walkie-talkie there, and grab that too. Next, you look to your right to see a young man's body: round glasses, brown hair, a green turtleneck sweater and a bone saw stuck in his chest. He's dead, but since blood still comes out of his mouth and wound, it's clear he was killed only recently. You look on in horror as you decide it is best to leave the body alone. You keep walking, now keeping the control panel on your left side, and see the darkened glass and through it: the common room, no soul in sight. You decide enough is enough, and leave the room as you decide to check out what you found on Bernard:

A list of participants:

- Amethyst Styles
- Daniel Radster
- Himei Excite
- Margret MacCulloch
- Sayanov Vyacheslav
- Bernard Garcia
- Iskra Nikolaieva
- Elwyn Holroyd
- Mason Palmer
- Grace Thompson

Audio Recorder #23

You click on the play button, and hear what appears to be one of the scientists from Cool Tech Industries^{trademark} keeping track of the daily news within the facility, almost like a blog.

“We *actually* did it! We created something the world has never seen before. New life, from where there was none. He's so young, but so talented! He's a fast learner and enjoys interacting with all of us, everything is a game to him but does everything with so much effort, so much love: we adults could learn something from him.”

There's a slight pause in his enthusiasm,

“I think we did all right, it remains to be seen, however, if we are truly successful or if he dies due to some kind of malfunction. It saddens me to say that, but we have to be realistic here, right? I said as much to doctor Astes, but he did not want to hear of it: it's his child after all. Can I blame him for being so protective? Not particularly, but when there's success, there have to be sceptics that tell the optimists that

things can, and should, improve. How? No clue. This sceptic message brought to you by Dave Palmer, scientist at the facility of Artificial Personality Enhancement.”

Audio Recorder #71:

You click on the play button, and hear what appears to be one of the scientists from Cool Tech Industries^{trademark} keeping track of the daily news within the facility, almost like a blog.

“Entry number 71 here! This is Dave Waters, one of the researchers of the facility of Artificial Personality Enhancement, and lead designer behind the Sonsuns project.

Though we had the ideas and the technology, we lacked the proper resources we required. Admittedly, we could have used ourselves for this project, but the risk was too great: and for safety reasons, we required this appropriate DNA from someone completely outside, unrelated to the new project. Though I am not the one primarily responsible for this new project, I have to keep up with the news and any new developments, I’m sure one of my co-workers will talk endlessly about this, probably Carol: it was her that got the required DNA. According to Carol, a man showed up one day: black spiked back hair, green eyes, quite young, gloved hands. He offered the DNA we so desperately needed, when Carol requested to know where he got this from, who he was and what he wanted. He apparently replied with the following: ... Somewhere not so different from here; a benefactor and to see this project reach the proper conclusion. And honestly, some of our colleagues have been a bit sceptical: but it was exactly what we needed, we shouldn’t try to make things more difficult for ourselves than it already is. I should get to work as soon as possible, to think it’s almost Christmas already, time sure flies fast.”

Well, that’s more information that doesn’t really explain why you are here exactly. You decide to check out the walkie-talkie whilst walking down the stairs, and turn it on: “hello, hello?” on the other side, you hear Daniel, clearly afraid of something, but willing to talk. Whilst trying to convince Daniel to meet you, you suddenly spot an orange butterfly fluttering around you, and then leaving towards the common room. You decide to follow it, in the common room: you see Daniel, clearly afraid, but also looking at something above, as you look at where he’s looking, you see the blue butterfly. The orange butterfly joins the blue butterfly, and they seem to fly in a pattern you don’t understand, until they leave through the big door: the two of you follow them out of curiosity. Whilst doing so, Daniel looks at you with a confused expression: clearly not recognising you, so you attempt to explain that you are merely using the Sheep card right now. He shakes his head at your explanation, and tells you that you look like a regular person now, though under a lot of blood: but other than that, nothing. Now you’re confused, but you soon realise that your animal cards are gone. You take a left turn, and another left turn, ending up in a hallway that the two of you seen before. However, you notice now a key card reader you didn’t really see before. Daniel looks at you, and you look at him and you take out the key card you found lying on the table. Placing it in front: the door opens into another, seemingly long and straight hallway, the butterflies fly into it and the

two of you do the same. Sonsuns starts to speak, and the two of you can clearly hear him as soft music starts playing .

“I AM AFRAID I MUST TELL YOU THAT IT APPEARS AN ERROR WAS MADE IN WHAT WE, MY TEAM AND I, WANTED TO DO. YOU SEE, THERE ARE THESE EXPERIMENTS ALL OVER THE WORLD THAT PLACE A SELECTION OF PEOPLE IN AN UNKNOWN ENVIRONMENT TO SEE HOW THEY REACT, AND SOMETIMES INCREDIBLY THINGS CAN HAPPEN IN THEM. WE OF COOL TECH INDUSTRIES DESIRED TO DO THE SAME, BUT IT WAS REQUESTED WE STOP BY THE TWO NICE PEOPLE, BY THE NAMES OF SAYANOV AND ISKRA, I SEE NO REASON TO REJECT THIS REQUEST, AND IT APPEARS WE ALL HAVE REACHED A SATISFACTORY CONCLUSION. I WOULD JUST LIKE TO SAY...

THANK YOU FOR PLAYING WITH ME THESE PAST DAYS, I AM CERTAIN YOU TRULY ENJOYED YOURSELVES... WE LEARNED A LOT, DID WE NOT? I AM GLAD TO HAVE SPEND MY TIME WITH YOU. I WILL BE SAD TO SEE THE FOUR OF YOU GO, BUT I HAVE ALL MY OTHER FRIENDS AND FAMILY STILL HERE, SO I DO NOT MIND, PLEASE DO COME VISIT AGAIN SOMETIME. UNTIL THEN.”

And with those last words, the door at the end of the hallway opens up to reveal the outside world, the orange and blue butterfly twirl around for a bit, until they fly away into the bright blue sky and stepping outside, you are blinded by the bright light of the sun.