

Potential new version:

DARK SEATTLE CORPORATES

Background

Hailing from the unsettlingly bright and worryingly capitalist city of Dark Seattle, the Dark Seattle Corporates, an unusually large and unusually menacing Blaseball team, are a formidable opposite counterpart to their Lightside equivalent, the Seattle Garages.

Members of this uncanny combination-Blaseball-and-advertising-collective from the city under the dying sun have largely been observed to directly correspond with members, past and present, of the Seattle Garages who exist in the prime universe. However, their comportment and ideals are far removed. The Corporates, though they have been proved to be sometimes easily foiled, are a ruthless and competitive bunch, known for their alarmingly fast rate of advertising and product output, for their constant squabbling with the other teams of the Mirrorverse, and for their deeply unsettling habits of speaking in perfect unison and creeping up behind their enemies for a surprise attack. They are not to be approached at all costs. 1(unless you have a really good prank idea, I'm not your boss.)

Recognizable by their telltale blue arrow markings and glowing eyes, the team is linked together by a synthetic blood type known as Synergy Blood. Synergy Blood is theorized to have been developed from the remains of the Arrow Sun in Dark Seattle, though the precise details of its origins have not yet been discovered. The blood type connects members of the Corporates telepathically and gives them the ability to resist Feedback trades, making them one-sided. 2(It can be inferred that this is the reason for the Corporates' unusual roster size.)

History

Rumors and data gathered from visits to the other side of the Gum Wall ([link](#)) have allowed researchers to piece together a partial history of the team. At some point in the past, before Goodwin Morin ([link](#)) speared the Sun through with the arrow that would doom the city, the original 14 members of the Corporates were a well-known underground music collective that supported the fight against the Sun. After the Corporation turned on Goodwin Morin, it set its sights on capturing the members of the Dark Seattle Garages, and trapped them in their stadium, subjecting them to the sonic power of the Sun's soulscream. The Dark Garages fought valiantly against it by attempting to drown the sound out with music in an event known as the Last Gig, but the team eventually fell to its sheer force. Record, music, and memory of this group, beyond their name, was subsequently erased, and the team that emerged was known only as the Dark Seattle Corporates. As far as it is known, no members of the original Dark Garages escaped. ([link to Arturo's IRM](#))

The Corporation experimented with a number of project ideas simultaneously while creating the team that would become the Corporates, including a number of cloning initiatives and experimental creation of restructured monster amalgamations. A number of these entities are

known to stalk the sewers of the city of Dark Seattle. Somewhere in between its cloning mutant projects and its obsession with synthesizing ideal Blaseball players for purposes unknown (3) Probably taking over the world stuff.) led to the creation of what appear to be imitations of Lightside players, of varying levels of resemblance and uncanniness. These imitations shulk about alongside the more naturally multidimensional counterparts, and are sometimes numbered among the beings known to prowl the meeting rooms and corridors of the D.E.B.T. tower.

The Corporates maintain a fierce and jealous rivalry with the Lightside Seattle Garages, especially after the Garages managed to steal their best pitcher, Goodwin Morin, on her way out of escaping the Mirrorside universe. The Corporates refer to the prime version of the city as “Shadow Seattle” and have expressed disgust at its amenities such as “clouds,” “nighttime,” “mutual aid,” and “punk music.”

D.E.B.T. Tower

Somehow both imposingly wide and tall, the D.E.B.T. (Dedication to Equality Ballpark Tower) Tower is the headquarters of the Corporation as well as the home stadium for the Dark Seattle Corporates. Its complex hallways, patrolled by all manner of frightening experimental robots, mutant projects, and accountants, stretch far under the city of Dark Seattle. The ball field portion of the stadium sticks out of the side of the tower, casting a shadow over the sun-washed city. Anyone down on the sidewalk who is hit by a foul ball that rockets off the tower is required to pay the Corporation back for exorbitant damages.

It is rumored that the Tower’s AI security and management system was synthesized from the remains of the original Big Garage, which was destroyed during the Last Gig. Investigators haven’t been able to get far enough into the Tower before being repelled by security systems and a very angry robotic duck (link to future Quack Enjoyable Corps lrm page) to find out.

Instead of a collective of mascots, the D.E.B.T. Tower manufactures a number of ghastly clones of Homerun Eric (link to new page), whom lucky fans and those contractually obligated to attend Corporates games have the chance to “destroy, attack, and rend asunder” at the end of a match. Those who have observed this ghoulish tradition have noted that this seems to be “the sole time fans show any sign of fulfillment in or enthusiasm for anything that goes on at the Tower.” Researchers have attempted to take some of the pieces of Eric clone back to Lightside Seattle to observe and study, but all specimens have disintegrated into sun-bleached dust when they cross the barrier, even when kept in airtight hazard containers. A popular ballpark snack at the Tower is Jaylen Hotdogfingers Memorial Hotdogs. (4) Origin unclear.

NEW PAGE FOR HOMERUN ERIC:

While there may be bad fans all over the league, none have risen to such heights of notoriety as that of part time cryptid/full time asshole Homerun Eric. Hailing from Dark Seattle, Eric occupies a position of high executive clearance within the Corporation, though this fact has confused anyone who's tried to figure out what exactly that position is, as he has clearly never done a single bit of honest work in his life.

Eric's origins are cloaked in mystery and shadow. Some say he was once a successful used car salesman and landlord known for scamming orphanages, charities, and animal shelters out of their money. Some say he started his career as a conniving record company executive who gained prominence after closing on a most notable deal (link to Last Gig section of Dark Seattle page). Still others say he was grown in a tube from the synthesized genetic material of the Corporation's highest ranking CEO Triad and was raised by marketing technicians to be the perfect advertisement. Still, still, others will claim that Eric is a demon of a very literal nature, that the forked devil tail often graffiti'd on billboards of him is anything but metaphorical, and that he will stop at nothing to get someone to sell their soul.

Whatever Eric's origins may be, it is an undeniable fact that he is just an absolute real bastard of a person, with a face SEO-optimized for punchability and a personality completely intolerable to be around for more than 0.05 seconds.

Known Aliases

Despite being from Dark Seattle, Eric somehow keeps showing up not only in Lightside Seattle, but in other dimensions where versions of the Garages have been sighted, often in increasingly outlandish disguises.

He has so far been sighted as:

- Homespun Eric, a corner-cutting and unsustainable manager of a combination farm and amusement park by the name of Arrow Acres Berry Farm and Amusement Park (link to "Farms" article")
- Hot Coals Eric, a dastardly train robber making his home in a disused train car that seems to be getting more commercial by the second,
- Hyperdrive Eric, a rules-obsessed representative of the Galactic Radio Licensing Authority who delights in attempting to catch unregistered and independent pirate radio stations in the act of broadcasting.

If any other aliases of Homerun Eric become apparent, please alert the Big Garage volunteer team so that they may be added to the list of people banned from the Big Garage.

Homerun Eric Rumors

Rumors swirl about Eric, each interaction with him breeding fresh disgust at his continued involvement with the beloved splort of Blaseball. While his rumors are too many and often too gross to publish fully, collected here are some of the more popular (and palatable):

-Homerun Eric is a bandwagon fan, he's only ever liked teams that won the Internet Series on the season they won the Internet Series.

-Homerun Eric is obsessed with catching home run balls and he will push and hurt children to get them, he doesn't care if children cry, he just wants to sell the balls on ebay at a huge markup.

-Homerun Eric puts 5 \$1 bills on the table at a restaurant. Whenever the waiter does something he doesn't like, he takes one away. What's left is the tip.

-Whenever Homerun Eric wins something on his first try, he never does it again to preserve his 100% win rate.

-Despite having a very small bladder Homerun Eric NEVER buys seats in the aisle, he's always at the center of the section which is just inconvenient for everyone.

-Homerun Eric once threatened [Randy Marijuana's cats](#) in front of [Randy](#). Once.

-Homerun Eric once got his jaw broken by [Monstera](#) after threatening [Randy Marijuana's cats](#) in front of him.

-The first time Homerun Eric met [Meowlík](#), Eric pulled his tail.

-Homerun Eric is a businessman and if you ask what his business is he will say "giving you the business".

-Some people say Homerun Eric is so obsessed with homeruns he doesn't pay attention to anything else about the game.

-Homerun Eric only repeats takes he's heard on splorts radio.

-Homerun Eric says he is originally from California but decided to move up to the PNW because "the people are just so colorful and nice".

-Homerun Eric thinks [Allison Abbott](#) should smile more. Allison Abbott thinks Homerun Eric should run faster.

[Disclaimer about Heel Status: During the first moments of life for the Homerun Eric character, it was very quickly decided that, as a rule, they were a heel for people to vent on, and so we did, coming up with all sorts of crazy things that he has done. While some are relatively benign from a lore perspective, some that have been thought up over the passing weeks are quite specific

and terrible, with some putting situations or attitudes to Homerun Eric's name that could result in harm to people reading them. For this reason, while we recognize Eric as a heel for people to vent on, and encourage them to do so, we ask that people refrain from adding anything so as to avoid harm to others.]