

“Well, for four of you, the last night of your lives is here!” Jack announces. “For those of you who want to head to the train, come out now. The rest of ya, stick inside! It’s been a pleasure knowing you all! You’ve all fought hard to make it here! May the best man win!”

CHOO-CHOOOOOO! A massive iron train sweats steam as it’s docked in the station of **The Transcontinental Railway**. Despite the billowing smoke streaking across the night sky, you can tell the paint on the train is as clean as the day it was lathed on, a pristine vehicle of raw industrialization. Towering, the train awaits all passengers before its appointed departure time.

You step through the doorway into an open caboose. The interiors are lined with wooden booths on both sides, compartmentalizing each train car with only narrow hallways forwards and back. Every so often wide panes of glass provide views outside. On a few connectors you can slip onto a ladder to climb atop of the moving train, if you so desire.

You utilize your Z Sword, and hold your Lucky Rabbit’s Foot close. You feel like you’re going to need a lot of luck tonight.

Suddenly, your perception of reality warps, and your vision blurs into a spiral. You find yourself standing in a very familiar room. It’s **The Common Room**. There’s plentiful light in the building. You stand in front of the bar with 5 others, and Nick poses on the balcony opposite you.

“The end is here! I’ve brought you all here for the final act! Let the slaughter commence!”

What the hell?! He’s not drunk at all up there! You realize this is not a great place to be, and make a rush for the kitchen area, frantically digging around. You thank your Lucky Rabbit’s Foot, as it seems to have brought you luck. Although the **Balder’s Glasses** you find are useless at the moment, the **Train Robber** you find is not. Not only that, but you find a ceramic vase labeled **Capitalism Hoooo!** You smash open that vase, finding inside one of the best things you could have hoped for: **Death’s Scythe**. You also find **\$3**.

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You hear a gunshot, and raise your head above the counter, looking towards the bar. You watch as Griggs’ lifeless body collapses to the ground, Fen holding the gun Rayford traded her in the morning. Bad move on his part, you think.

Movement catches your eye on the balcony above Fen. Looking up, you see Sofia spreading her wings, her eyes on Fen. You realize what she’s about to do, and you vault over the counter, charging at Nick for the block!

Sofia leaps down, her claws sinking into Fen’s shoulders. She begins to flap, lifting Fen into the air in a firm grip, Fen flailing. Nick is about to grab Fen by the leg to pull her down, but you’ll put a stop to that! With full force you body check him, vaulting him against the bar.

“Get her!” You shout in encouragement to Sofia. Veronique looks between the duo in the air and you two, unsure who she should help.

Nick shoves you off, and retrieves a cleaver, swinging at you like a madman, forcing you to make a hasty retreat, but by now Sofia and Fen are well out of reach. Your work is done, as Sofia drops Fen from ceiling height, nearly 20-feet off the ground!

As she falls Fen fires a shot upwards, shooting Sofia in the shoulder, before Fen herself slams into a poker table with a sickening *thud*, breaking her fall. With one bad wing, Sofia plummets to the ground too, barely better off than Fen.

Veronique rushes to Sofia’s aid while Nick attends to Fen. You’d try and finish her off, but you see Rayford emerge from under a stairway, trying to take stock of the situation. It’s bad timing, because Nick sees Rayford, and the movie star readies his cleaver. “Rayford! So glad you could stop by. Now come here and do one more thing for me, why don’t you!?”

Well, you can’t let the ol’ boy who’s stuck with you this long die now.

Rayford seems to be wielding a broken wooden chair leg as an improvised weapon. You’re not sure it will be much use against Nick’s cleaver. The best you can do is stop Fen from intervening.

She seems somewhat uninterested in the fight between the two, and opens her revolver, checking the number of shots within. You take the time to move in and swing at her, but she nimbly dodges backwards from your swing. *Wow, she’s still holding up from that fall!*

As for Rayford himself, he’s barely able to hold back Nick. His missing foot surely handicaps him, as he’s forced backwards towards the stage, but Nick also holds the better weapon. Even as he directs occasional powerful blows to Nick’s sides, the aggressor seems to barely flinch from the hits.

Eventually that chair leg breaks. Rayford grunts in pain as he steps down hard with his bad leg, wincing, and Nick’s maniacal grin spells impending doom for the man. He winds up a huge blow with the weapon.

SHLINK!

With a solid swing, Nick slashes the man in the face. As a wet trail of blood spurts in an arc, Rayford screams in pain, clutching at his right eye. There’s no doubt he dealt irreparable damage to it.

You realize that if you don’t do something soon, Rayford’s going to be sliced and diced. Need to turn on the heat on Fen as a distraction! You take a quick swing at Fen, forcing her back towards the stage, which she leaps up onto, you pursuing without a moment’s hesitation.

“A little help over here!?” Fen shouts. Nick, about to land a blow sure to finish off Rayford, is distracted, and rushes towards you. Veronique does the same. You’ll have to end this fast.

You bounce light on your feet in the stance of a martial artist. You only have one shot with your taser, you’ll have to make it count. Fen, however, is still armed with her gun. That’s her first major threat to you, something you need to get rid of as soon as possible.

Fen fires a shot. Anticipating it, you twist to the side to dodge, punishing her miss by dashing in and knocking the gun out of her hand with a quick strike.

The gun rattles and slides across the stage, but still, Fen is by no means harmless; as you swing for a follow-up strike she draws a hidden knife, streaking upwards across one of your arms. You grunt, hitting her with a front kick, sending her back.

All of this happens in a few seconds. Nick and Veronique reach the stage, prepared to intervene, but Rayford drags his body up. Although he’s covering one eye with one hand as the blood spurts out, in his other he’s picked up a whip, and cracks it in front of the duo. Even if he’s not that accurate, it seems to be enough of a threat to the two of them not to turn their back on him. And he shows the will to back you up. You smile, knowing he has your back, even to the end.

Fen quietly flips open a small pocket watch, and taps a button before closing it. Who knows what it means? You don’t care, and move in for a punch. A swing and a miss, Fen countering with her blade again to slice along your flank, but you tough it out to sucker punch her in the face with your other arm.

A blow for a blow, it continues, but Fen is ever so slightly weaker, nearly imperceptibly, likely dazed from her fall earlier. You’re able to force her backwards towards the edge of the stage, your sleeves dripping blood onto the stage recording the tale of your fight. Fen’s panting. Now’s the time for a decisive blow.

You rear up a powerful front kick, and it connects with a satisfying thud, blasting Fen off the stage. She takes a tumble but she manages to roll, recovering, and she retreats into the large bathroom next to the stage. *Can’t let this chance slip away!* you think as you chase after her. You hear the crack of Rayford’s whip, signifying he’ll stay behind.

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“Well, come on out!” you call, walking boldly into the room. There’s a number of toilet and shower stalls. In one of the shower stalls sits the pool Sofia inflated earlier, still filled with water. You’re alert, knowing Fen could leap out from anywhere.

You suddenly hear the ticking of the watch, and an inexplicable pull forward. You find yourself face to face with Fen, just feet apart. You assume your martial stance from before, and she stands with her knife just the same.

“Neat trick,” you say. Still, you feel you have the upper hand more than you did before, with the tighter room.

“Tch,” says Fen, spitting out a tooth onto the ground. She’s still just as ready to fight, as bruised as she is.

This time, Fen strikes first, her blade heading straight for your throat, and you have to block with one arm, taking the hit directly as it sinks into your forearm. With your other arm you grab her by the shirt collar, and smash her head against one of the wooden stall dividers, as she withdraws her blade from your arm.

You’re about to do it again when she slashes upwards, cutting into your chin, causing you to let go with the sharp burst of pain, your blood splashing on the floor.

Fen isn’t willing to let you catch a breather, as she tries to get behind you, slashing towards your midsection, but you jump back. You won’t let her leave this room.

With a downward strike, Fen hits your thigh, twisting the knife as soon as it’s embedded, and you growl in pain. With the same leg, you lift it up before she can do any more damage, and stomp down towards your target with all the strength you’ve got left.

There’s a sickening **CRUNCH** as you hear Fen’s knee snap in a wrong direction, and she cries out, scrambling backwards quickly. You get your bearings. Your head’s getting fuzzy, your breathing’s getting ragged, and you might bleed out from the leg wound. You can’t keep going for much longer.

Fen is panting similarly, but makes one final effort, springing off her good leg, and plunging her knife directly into your stomach.

With one arm you tightly grab Fen’s arm, keeping it in position, holding the knife lodged in you. You slowly move your other towards Fen’s face. If ever there was a time to use that taser, this is it.

“Let go! What are you d-” Fen says, before you ram your fist into the side of her mouth. The hidden taser springs into action, those two wires moving forward, sinking right into the roof of Fen’s mouth.

She convulses as the electric current wrecks havoc on her, and you stare straight into her bulging eyes. Fen eventually collapses to the ground, yanking the knife out of your stomach

along the way, shaking. There she shivers, in a pool of your own blood. Then, she's no longer breathing. It seems her heart has stopped.

You stand above her, looking down on the lifeless corpse of your enemy, still lifelessly twitching. Your vision is hazy. You barely have the strength to stand, but you won your fight against your greatest enemy.

The bathroom door opens and creaks shut.

There's a disquieting voice behind you:

"Now I see with eye serene... the very pulse of the machine." Without a doubt, that voice belongs to Veronique. You also hear the rustling of feathers. It seems Sofia has come to watch as well.

"Oh... So it's you," you say. You don't even turn to face the two of them. You doubt you could even see them straight if you wanted to.

Without saying another word, Veronique dashes forward, moving in front of you, the short girl looking up into your eyes, a knife of her own in her hand. There, exhausted, you smile a sad smile at her, knowing what's to come.

Veronique freezes for a split second, shocked at your expression. But she finishes the job, stabbing upwards into your left eye. The pain is sudden but dull, losing all sight in your left eye. You know you're going home.

You fall to your right, your head facing upwards as darkness surrounds what vision remains. You feel your body splash into water, submerging for one more moment before you lose consciousness for the last time.

You have died.

Engagements witnessed:

Sofia v Fen (Sofia assisted by Kenji, Fen assisted by Nick, Veronique allied to both)

Nick v Rayford (Nick assisted by Fen, Rayford assisted by Kenji)

Fen v Kenji (Fen assisted by Nick and Veronique, Kenji assisted by Rayford)

Fen v Kenji again (Fen annihilated, so neither have allies assisting them)

Veronique v Kenji (Veronique assisted by Sofia—Assassination, so no one assisted Kenji)

Thanks for playing, Azhcrove! Kenji was a very fun character, and I enjoyed seeing him. He really made one heck of a last stand too. I hope you had fun!