

Nope, I'm not gonna do this every match; I mostly did this to get a sense of what was ultimately needed or not needed in the action micro. I kinda regret it in favor of looking at the overarching idea.

Turn 0/1

Carol Strat

Carol Path

- Destroys her megaphone and tosses batteries into the water
- Creates two Carol arms and tosses to the Double
- Destroys Red's fan, also creating an arm
- Destroys White's flares, also creating an arm
- Equips herself with Red/White arms on her shoulders
- Throws copies of her arms to her body double
- Creates a copy of her head to give to Green

Double Path

- Engages with Nojus, intercepting attacks
- Creates a Blue Head with a Carol Arm

Contingency for Blue

- If Blue is scared off: she'll clone her own head
- If Red or White is scared off: keeps white or initiates combat

Nojus Strat

(Starts with 86000₹ on them, plus two 7000₹ axes)

- Purchases a B POW/B DUR megaphone
- Purchases megaphone, leaf fan, and mango
- Buries them by wash-selling (selling and purchasing) the dirt beneath
- Scares off Blue with WOE, MANGO UPON YE
- Tosses self into lotus pool, launching a MANGO ARTILLERY STRIKE upon White/Red
- Buys lotuses and swims towards large lotus

Wash-selling is defined here as selling an object and immediately buying it again; in practice, for Nojus, this has the same effect as scooping the dirt up with AHAP and reburying the objects.

Unlike real wash-selling, no losses are incurred by AHAP, and consequently Nojus doesn't claim any capital loss deductions on their tax return.



End of Turn

Carol's original megaphone has been destroyed, but Nojus has kept a copy under the dirt. (*While they both begin their actions at the same time in Nojus buying a copy of the megaphone/Carol destroying it, Nojus purchases the megaphone immediately—faster than the time it'd take for Carol to smash the megaphone.*)

Red's original leaf fan has been destroyed, but Nojus has kept a copy under the dirt. (*Likewise to the above, in that Nojus's purchases outspeed Carol destroying these items.*)
Carol has equipped herself with a Red (Wide Swing 4) arm and White (Throwing 3) arm.

End of Turn: Contingencies

Blue Head Creation: *Is the double able to successfully create a Blue Scouting Head (Dutch Angle 4) before Nojus scares them off?*

With the Blue NPC being the closest NPC to Nojus, they're definitely taking the biggest brunt of Nojus's shouting—in addition, scaring off Blue is given high priority by Nojus. The combination of shouting and a mango attack with little interference from Carol is certainly guaranteed to have them running off!

However! Carol gives second priority to tossing her arms to her double, and while the Double's pathing isn't explicitly stated in its respective section, it is implied in both words ("*who has taken off in the other direction*") and its intentions (intercepting/blocking attacks) that it is pathing *directly* towards Nojus and Blue—and **this** is what it needs to pull off creating the Blue Head, closing the distance between itself and Blue.

Thus, it is **highly likely** that Carol P2 is able to create a blue head by throwing the Carol Arm to attach to Blue. (Now, Nojus has *definitely* noticed this happening, and could easily just destroy the prosthetic or the corresponding spawned head—though doing so doesn't seem like it would align with their intentions during this section.)

SCATTER!: *Do the Mangos from Nojus's MANGO ARTILLERY STRIKE successfully scare off White/Red?*

The double has been sent to intercept attacks, though considering the angle in which Nojus is striking, which is certainly MUCH higher than Carol P2 themselves considering the need for B DUR shock absorption sandals, I seriously doubt the double would've been able to properly intercept Nojus's MEGA MANGO STRIKE, even if we were to consider the double's C POW for jumping. It's **highly likely**, Nojus pulls off scaring away White/Red with the MANGO ARTILLERY STRIKE—not entirely guaranteed to hit them, but still terrifying!

Turn 2

Carol Strat - Defensive Measures

- Limbs utilized for Arm-or: defensive measure in ranged/close combat, able to grab onto Nojus
- Positions herself closer to unclaimed NPCs (green, blue) with curtain between her and Nojus
- Passes her head to the double to charm Blue back to Carol
- Begins creating torsos from Black

Countermeasures

- If Nojus starts attacking, throws arms at Nojus
- "As she passes through her audience camaraderie, she brushes past Blue's leg, creating a leg equipped with their "Dutch Angle" skill." <- ???