

ATMOSFEAR: EXPRESS RULES OF PLAY:

Atmosfear: Express is a special 15-minute bonus game. It's an even faster race against the Gatekeeper, your opponents and against time itself. The objective of Atmosfear: Express is the same as in Atmosfear: The Gatekeeper, collect at least one key from each of the six realms and race towards the Well of Fears in the centre, where you must face your greatest fear. But be careful...now you only have 15 minutes!

SETTING UP:

Prepare the game by following the Atmosfear: The Gatekeeper instructions and then follow these two additional steps which are unique to Atmosfear: Express.

1. TIME CARDS

Sort through the entire deck of time cards and remove all cards with times marked '13:00' or higher (14:00, 15:00, etc). These cards cannot be used with Atmosfear: Express. Reshuffle the deck and deal three time cards face down to each player. NOTE: Due to the less predictable nature of this new game, the times marked on certain cards may not always appear on-screen. If the time marked on your card has expired without it appearing on-screen, return that card to the bottom of the deck, as it cannot be used.

2. KEYS

Place the six groups of six coloured keys on the board in each realm of their corresponding colour. Place the Black Key on the black stone situated in the outer ring. Starting with the oldest player, everyone takes turns selecting one key from the board and placing it on their numbered key rack. This process repeats with turns proceeding clockwise until each player has three keys. Now insert the Atmosfear: Express DVD into your DVD player and once it has loaded, you are ready to play.

HOW TO PLAY:

The rules of Atmosfear: Express are identical to the 49 minute-long Atmosfear: The Gatekeeper. But now you have even less time, so you'll have to play faster and sharpen your wits. There is one small rule change in regards to winning: once you have one key of each colour, proceed directly to the Well of Fears in the centre of the board. You don't need to roll an exact number to land on the stone marking entry to the Well of Fears. This time however, you don't have to wait for your next turn before facing your fear. Once you have landed on the entry stone, the Chosen One must immediately open the well, draw out a fear and read it aloud (if the Chosen One has reached the well, the player on their left must draw a fear out).

Now, turn up the volume, turn down the lights and gather your wits as you experience
ATMOSFEAR!

[Link to 'Express DVD clips](#)

-- VTS_65 (Intros/Pressed Play) --

- 1) "I am the Gatekeeper! I am your worst nightmare! Let me see which losers are going to take me on...!"
- 2) "I am the Gatekeeper, and I am here to make your lives miserable! Before we go any further, let me find out which pathetic worms are challenging me...not that you offer any real challenge."
- 3) "I am the Gatekeeper! Now...tell me which worms dare to play against me...!"

(GO TO CHARACTER SELECT SCREENS AND THEN VTS_64)

-- VTS_64 (Pre-Countdown) --

- 1) "Now, let's play the game. Chosen one! Roll the dice...and let the losing begin!"
- 2) "Now, let us begin the game. Chosen one! Roll the dice...and let's see how quickly you can all fail...chaos is about to begin!" *laughs*
- 3) "Now, it's time to make you maggots jump! Chaos is about to begin...chosen one! Roll the dice...and start playing!"

(GO TO VTS_63)

-- VTS_63 (15:00-09:40) --

- 1)
 - -13:15-12:56 "Stop! Those of you with even numbers will roll one die. If you roll your number, you can take a key from the realm you are in!" *laughs*
 - -12:07-11:36 "Stop! Whose turn is it? Answer! Roll one die, now! If you rolled a number between 1 and 6...you are banished!" *laughs* "They never see that one coming!" *laughs*
 - 10:49-10:30 "Stop! I call on the chosen one. Answer! Point out who is winning. They are banished immediately! Nobody likes a show-off!"
 - -09:54-09:44 "If you are in the black hole...you are now released!"
- 2)
 - -13:14-12:48 "Stop! Who has been branded with the lowest number? Answer! What do you know: the one with the lowest IQ as well!" *laughs* "Roll one die twice. If you roll your number twice, take a key."
 - -11:48-11:30 "Stop! Whose turn is it? Answer! You're cursed! Take the black key. You deserve it...!"
 - -10:46-10:20 "Stop! Chosen one, answer! I want you to point out who is winning. So...you think you're winning? Guess again, worm: roll an odd number to play again! Next time, don't be so smug!"
 - -09:47-09:40 "If you are in the black hole...you are now released!"
- 3)

- -13:21-12:59 "Stop! Whose turn is it? Answer! Roll one die now. If you roll your number, take a key. If not, miss two turns. Why not use the time out to meditate...on life as a loser?"
- -12:06-11:31 "Stop!" Whose turn is it? Answer! What colour key do you need, useless one? Tell us! Anyone with that colour must raise their hand and you can choose one of their keys. If you choose correctly, you can keep it. Otherwise, give it back. Of course...if you lick it first, they might not want it back...!" *slurp-slurp*
- -10:54-10:29 "Stop! Chosen one! Show me who is winning! Good...! Now, make them give a key to the loser with the least keys. I hate winners...I hate losers too! In fact, I hate all of you."
- -10:00-09:47 "Everybody out of the black hole! I'm having it cleaned...because of you, you filthy animals!"

4)

- -13:14-12:45 "Stop! Whose turn is it? Answer! What is your number, maggot? And how many maggots are here with you? Do you need an abacus? If the two numbers are the same, you can take a key...!"
- -12:02-11:41 "Stop!" Whose turn is it? Answer! Would you like a key? You can have your wish...take the black one! It's my favourite colour...!"
- -11:04-10:39 "Stop! Who is winning? Point them out, chosen one! Take one of their keys and remove it permanently from the game! Still think you can win? I think not! You can't go past the classics...!"
- -10:02-09:50 "Anybody in a black hole? Yes losers, that means you are now free...idiots!"

(GO TO VTS_62)

--VTS_62 (09:40-08:45) --

1) (Door Minigame Intro) 09:24-08:45 "Stop! Whose turn is it? Answer! It's time to take a trip to another dimension...maybe it will be one where you aren't such an ugly loser! Although off-hand, I can't think of any like that, and I've visited hundreds!" *laughs* "Choose one of these doors to discover your fate!"

2) (Door Minigame Intro) 09:29-08:45 "Stop! Whose turn is it? Answer! It's time to travel to another dimension: a dimension not only of sight and sound, but also of mind! That's the signpost up ahead...your next stop: the loser zone! Choose one of these doors to discover your fate!"

3) (Face [Door] Minigame Intro) 09:30-08:45 "Stop! Whose turn is it? Answer! I'm going to give you a chance to find your way back to your territory. After all, home is where you hang your hat...and anybody else you don't like. Here are your hideous faces. Wow, so much ugly in one place...! Now choose your face and learn your fate!"

4) (Face [Door] Minigame Intro) 09:25-08:45 "Stop! Whose turn is it? Answer! I'm going to give you a chance to find your way back to your territory...which will be a relief to all the other maggots who are sick of the sight of you! EUYGH, that's one big stack of ugly...now pick your face and discover your fate!"

5) (Coin Minigame Intro) 09:24-08:45 "Stop! Whose turn is it? Answer! We're going to play a game...I'm going to toss a coin and you're going to call heads or tails. If it's heads, I get to take your head...no, I'm joking! *laughs* "Unfortunately. Now, make your call, maggot!"

6) (Coin Minigame Intro) 09:27-08:45 "Stop! Whose turn is it? Answer! I have a game that's so simple, even a fool like you can understand it! I'm going to flip a coin...I'd let you flip it, but I know simple-minded creatures like to put shiny things in their mouths, and I don't want to lose my coin. Make your call: heads or tails?"

7) (Box Minigame Intro) 09:30-08:45 "Stop! Whose turn is it? Answer! We're going to play a little game, involving my favourite number: 7! I didn't think you'd be able to count any higher. There is a key hidden in one of these boxes, but you will only have seven seconds to find it! I figured that's about your attention span. From when I say 'now'...NOW!"

8) (Key Minigame Intro) 09:25-08:45 "Stop! Whose turn is it? Answer! This is your chance to get the colour key you want...not that it will get you any closer to winning but, hey: it kills the time. Select a key. Maybe it will be magic, maybe it will be fatal...I can only hope. Now, choose!"

9) (Key Minigame Intro) 09:31-08:45 "Stop! Whose turn is it? Answer! I will give you a chance to get the key you need the most! Maybe this will be the key that wins you the game...! Right...and maybe pig-demons will stop flying. Pick a key. Maybe it will transform you into a festering pimple! I mentioned that was one of the options, right? Now, choose!"

10) (Punish Minigame Intro) 09:20-08:45 "Stop! Whose turn is it? Answer! I'm giving you the chance to punish another. Choose the maggot you hate the most and banish them to the black hole! Go ahead, try it! It's fun for the whole family!" *laughs*

11) (Punish Minigame Intro) 09:29-08:45 "Stop! Whose turn is it? Answer! This is your opportunity to get revenge! You may banish any maggot which is annoying you, but only a single maggot! I know, it's like eating potato chips; it's hard to stop at one...here is the maggot gallery. Now, choose."

-- VTS_61 (08:45-08:01) --

1) (Door: Anne De Chantraine's Terror-tory) "You have chosen the territory of Anne de Chantraine. If this is your territory, you can take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

2) (Door: Baron Samedi's Terror-tory) "You have chosen the territory of Baron Samedi. Is this your territory? If so, you may take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

3) (Door: Elizabeth Bathory's Terror-tory) "You have chosen the territory of Elizabeth Bathory. If this is your territory, you can take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

4) (Door: Gevaudan's Terror-tory) "You have chosen the territory of Gevaudan. Is this your territory? If so, you may take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

5) (Door: Hellin's Terror-tory) "You have chosen the territory of Hellin. If this is your territory, you can take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

6) (Door: Khufu's Terror-tory) "You have chosen the territory of Khufu. Is this your territory? If so, you may take a key from the realm you're in. If not, you're banished for trespassing!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

-- VTS_60 (08:45-08:01) --

1) (Coin: Win) "It's your lucky day, cockroach! Take a key from the realm you're in. I'm sure your luck will change soon..." (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

2) (Coin: Win) "Lucky guess, maggot! I will now let you take a key from another opponent...but just this once!" (Countdown resumes from 08:43) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

3) (Coin: Lose) *laughs* "Wrong call, maggot! Return to your headstone with your tail between your legs, and next time use your head...for something besides holding up that stupid haircut!" *laughs* (Countdown resumes from 08:37) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

2) (Coin: Lose) "Hah, you lose! Return to your headstone and hang your head! Better yet...I'll get a rope and do it for you!" (Countdown resumes from 08:41) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

3) (Coin: Lose) "Aaaahhhh, I love it when I win! Return one key! You obviously have no head for this game! In fact, with that head, you'd be better with no head at all!" (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

-- VTS_59 (08:45-08:01) --

1) (Box: Key) "You found the key! I'm surprised...not just because you're a loser, but because I was sure I didn't put one in. Go figure...d'ah, whatever. Take a key from the realm you're in. I'm

such a softie...!" *laughs* (Countdown resumes from 08:30) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

2) (Box: Nothing) "Hah, no key! The box is empty, like your head!" *laughs* "What a loser you are! Well, just for being a boob, you get a boobie prize!" *laughs* "You're going to be everybody's workhorse until it's your turn again! You will do anything they order you to do: fetch the dice, move their tokens, pick up cards! I can see a big future for you in hard labour! Hey, I should be a career counselor!" *laughs* (Countdown resumes from 08:14) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

3) (Box: Nothing) "Hah, no key! I bet if there was only one box, you still couldn't find it!" *laughs* "Instead, everyone else gets the prize: because you're going to do all their work for the next round! You will fetch the dice, move their tokens; anything they order you to do, even if it's to take a short walk off a high bridge!" *laughs* "Am I giving you all ideas...?" (Countdown resumes from 08:23) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

4) (Box: Undecided) "Time's up slowcoach! You move like a sloth-demon with arthritis! No key for you, no brains either!" (Countdown resumes from 08:43) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

5) (Box: Undecided) "Time's up slowcoach! You're probably still busy trying to work out the instructions I gave you, eh? Well, you missed your chance; no key for you, loser!" (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

-- VTS_58 (08:45-08:01) --

1) (Key: Won) "You found the lucky key, so I will let you take that key from anywhere you like: the board, an opponent, you can take it out of your...nose, for all I care. For a brief shining moment, you are not a loser...okay, moment's over." (Countdown resumes from 08:30) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

2) (Key: Lost) "You chose the wrong key, just like I knew you would!" *laughs* "So you get: nothing, nada, zip, not even a punishment...just some time to reflect on what a loser you are! (Countdown resumes from 08:35) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

3) (Key: Lost) *laughs* "I knew you'd pick the wrong key!" *laughs* "So you get nothing! You're not worth bothering with! Quit bugging me!" (Countdown resumes from 08:40) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

-- VTS_57 (08:45-8:01) --

1) (Punished: Anne De Chantraine PRESENT) "Anne De Chantraine...what can I tell you, hag-face? Nobody likes you. You're banished!" (Countdown resumes from 08:44) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

- 2) (Punished: Anne De Chantraine NOT PRESENT) "You have picked Anne De Chantraine...which is an interesting choice, considering she isn't in this game, you fool! You're banished for being such an idiot!" (Countdown resumes from 08:40) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 3) (Punished: Baron Samedi PRESENT) "Good choice! Baron Samedi...nobody likes you, flesh-bag! You're banished!" (Countdown resumes from 08:45) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 4) (Punished: Baron Samedi NOT PRESENT) "You have picked Baron Samedi...which is an interesting choice, considering he isn't in this game, you fool! You're banished for being such an idiot!" (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 5) (Punished: Elizabeth Bathory PRESENT) "Elizabeth Bathory...what can I say, fang-face? Nobody likes you. You're banished!" (Countdown resumes from 08:43) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 6) (Punished: Elizabeth Bathory NOT PRESENT) "Interesting choice...however, Elizabeth Bathory isn't in this game, you idiot! You're banished! I wish you weren't playing in this game..." (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 7) (Punished: Gevaudan PRESENT) "Gevaudan, I'm so sorry...no I'm not, hairball. Nobody likes you. You're banished!" (Countdown resumes from 08:43) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 8) (Punished: Gevaudan NOT PRESENT) "Interesting choice...however, Gevaudan isn't in this game, you fool! You're banished! I wish you weren't playing in this game..." (Countdown resumes from 08:40) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 9) (Punished: Hellin PRESENT) "Hard luck, Hellin. Nobody likes you, you brat! You're banished!" (Countdown resumes from 08:45) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 10) (Punished: Hellin NOT PRESENT) "You have picked Hellin...which is an interesting choice, considering she isn't in this game, you idiot! You're banished for being such an idiot!" (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 11) (Punished: Khufu PRESENT) "Tough luck, Khufu. Nobody likes you, rag-bag! You're banished!" (Countdown resumes from 08:45) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)
- 12) (Punished: Khufu NOT PRESENT) "Hmmm...interesting choice. However, Khufu isn't in this game, you idiot! You're banished! I wish you weren't playing in this game..." (Countdown resumes from 08:39) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

13) (Punished: PSYCHE!) "Good choice, worm...but now the worm has turned! I know I told you to punish an opponent, but you're enjoying it too much; so you can be banished in their place! That will wipe the maggoty smile off your face!" *laughs* (Countdown resumes from 08:32) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

14) (Punished: PSYCHE!) "You have made your choice...but now the worm has turned, maggot! I can see how much you enjoyed punishing another, and you know how much I hate to see happy maggots! Miss a turn! Happy now...? (Countdown resumes from 08:33) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

15) (Punished: PSYCHE!) "Perfect...you found my booby trap! You don't get to punish anyone; that's my job! Return a key immediately! That should wipe the maggoty smile off your face! (Countdown resumes from 08:37) GO TO VTS_4, 5, 17, 18, 30, 31, 43 OR 44)

-- VTS_56 (Trap Activated) --

1) "Perfect...you found my booby trap! That should wipe the maggoty smile off your face! Time flies when you're having fun, eh?" *laughs* (Countdown swiftly decreases from 08:42 to 04:00, GO TO VTS_03)

-- VTS_4 (08:01-07:33) --

BARON SAMEDI IS NOT PRESENT, GO TO VTS_6 OR 7

-- VTS_5 (08:00-07:33) --

07:44-07:33 "Baron Samedi: you must roll your number to win a key from the realm you are in now." GO TO VTS_6 OR 7

-- VTS_6 (07:33-07:22) --

ELIZABETH BATHORY IS NOT PRESENT, GO TO VTS_8 OR 9

-- VTS_7 (07:33-07:22) --

07:33-07:22 "Elizabeth Bathory: you must roll your number to win a key from the realm you are in now." GO TO VTS_8 OR 9

-- VTS_8 (07:22-07:10) --

ANNE DE CHANTRAINE IS NOT PRESENT, GO TO VTS_10 OR 11

-- VTS_9 (07:22-07:10) --

07:22-07:10 "Anne de Chantraine: you must roll your number to win a key from the realm you are in now." GO TO VTS_10 OR 11

-- VTS_10 (07:10-06:58) --

GEVAUDAN IS NOT PRESENT, GO TO VTS_12 OR 13

-- VTS_11 (07:10-06:58) --

07:10-06:58 "Gevaudan: you must roll your number to win a key from the realm you are in now."
GO TO VTS_12 OR 13

-- VTS_12 (06:58-06:47) --

HELLIN IS NOT PRESENT, GO TO VTS_14 OR 15

-- VTS_13 (06:58-06:47) --

06:58-06:47 "Hellin: you must roll your number to win a key from the realm you are in now." GO
TO VTS_14 OR 15

-- VTS_14 (06:47-06:37) --

KHUFU IS NOT PRESENT, GO TO VTS_16

-- VTS_15 (06:47-06:37) --

06:47-06:37 "Khufu: you must roll your number to win a key from the realm you are in now." GO
TO VTS_16

-- VTS_16 (06:37-04:01) --

- -05:24-05:04 "Stop! Any maggot in a black hole is released...and any maggot on a blank space must miss a turn. A blank space suits you; it matches your personality."
- -04:38-04:23 "Stop! Whose turn is it? Answer! You can have a free turn...not because I like you, but because you are a loser and you need it!"
- (GO TO VTS_03)

-- VTS_17 (08:01-07:25) --

HELLIN IS NOT PRESENT, GO TO VTS_19 OR 20

-- VTS_18 (08:01-07:25) --

08:01-07:25 "Hellin: roll a one to play again." GO TO VTS_19 OR 20

-- VTS_19 (07:25-07:17) --

GEVAUDAN IS NOT PRESENT, GO TO VTS_21 OR 22

-- VTS_20 (07:25-07:17) --

08:01-07:25 "Gevaudan: roll a two to play again." GO TO VTS_21 OR 22

-- VTS_21 (07:17-07:10) --

BARON SAMEDI IS NOT PRESENT, GO TO VTS_23 OR 24

-- VTS_22 (07:17-07:10) --

08:01-07:25 "Baron Samedi: roll a three to play again." GO TO VTS_23 OR 24

-- VTS_23 (07:10-07:01) --

ELIZABETH BATHORY IS NOT PRESENT, GO TO VTS_25 OR 26

-- VTS_24 (07:10-07:01) --

08:01-07:25 "Elizabeth Bathory: roll a four to play again." GO TO VTS_25 OR 26

-- VTS_25 (07:01-06:54) --

KHUFU IS NOT PRESENT, GO TO VTS_27 OR 28

-- VTS_26 (07:01-06:54) --

08:01-07:25 "Khufu: roll a five to play again." GO TO VTS_27 OR 28

-- VTS_27 (06:54-06:45) --

ANNE DE CHANTRAINE IS NOT PRESENT, GO TO VTS_29

-- VTS_28 (06:54-06:45) --

08:01-07:25 "Anne de Chantraine: roll a six to play again." GO TO VTS_29

-- VTS_29 (06:45-4:01) --

- -06:05-05:45 "Stop! I release you from the black hole and summon any unfortunate who's on a key space: right place...wrong time. Put that key back where you found it! Serves you right for being there...!"
- -05:17-05:01 "Stop! Whose turn is it? Answer! You can have two free turns. Maybe it will help you stop being such a loser...naaaahhh."
- -04:23-04:07 "Stop! Everyone will take a turn to roll the dice! The lowest number takes a key from the realm they're in! Time for the most pathetic one to get a break."
- (GO TO VTS_03)

-- VTS_30 (08:01-07:27) --

BARON SAMEDI IS NOT PRESENT, GO TO VTS_32 OR 33

-- VTS_31 (08:01-07:27) --

07:43-07:27 "Baron Samedi: roll the dice. "Baron Samedi: roll the dice. Odd number, you are banished. Even number, take a key. Either way, you still make me sick." GO TO VTS_32 OR 33

-- VTS_32 (08:01-07:27) --

GEVAUDAN IS NOT PRESENT, GO TO VTS_34 OR 35

-- VTS_33 (07:27-07:07) --

07:27-07:07 "Gevaudan: roll the dice. Odd number, you are banished. Even number, take a key. Either way, you're still a worm-ridden waste." *laughs* GO TO VTS_34 OR 35

-- VTS_34 (07:07-06:49) --

KHUFU IS NOT PRESENT, GO TO VTS_36 OR 37

-- VTS_35 (07:07-06:49) --

07:07-06:49 "Khufu: roll both dice. Even number, you are banished. Odd number, take a key. Either way, you're still stupid." GO TO VTS_36 OR 37

-- VTS_36 (06:49-06:32) --

ELIZABETH BATHORY IS NOT PRESENT, GO TO VTS_38 OR 39

-- VTS_37 (06:49-06:32) --

06:49-06:32 "Elizabeth Bathroy: roll the dice. Odd number, you are banished. Even number, take a key. Either way, nobody likes you...!" GO TO VTS_38 OR 39

-- VTS_38 (06:32-06:14) --

HELLIN IS NOT PRESENT, GO TO VTS_40 OR 41

-- VTS_39 (06:32-06:14) --

06:32-06:14 "Hellin: roll both dice. Even number, you are banished. Odd number, take a key. Either way, you're still a waste of space." GO TO VTS_40 OR 41

-- VTS_40 (06:14-05:53) --

ANNE DE CHANTRAINE IS NOT PRESENT, GO TO VTS_42

-- VTS_41 (06:14-05:53) --

06:14-05:53 "Anne de Chantraine: roll both dice. Even number, you are banished. Odd number, take a key. Either way, you're still a loser...!" GO TO VTS_42

-- VTS_42 (05:53-04:01) --

- -05:33-05:11 "Stop! I release you from the black hole! Now you're free to lose again! Any scum on a flight space must fly to the nearest headstone. I guess that flight's now redirected!" *laughs*
- -04:43-04:24 Stop! Whose turn is it? Answer! "Roll one die now; this is how many free turns you can have! Of course...you're so pathetic, you'll probably roll a zero!"
- (GO TO VTS_03)

-- VTS_43 (08:01-07:43) --

ANNE DE CHANTRAINE IS NOT PRESENT, GO TO VTS_45 OR 46

-- VTS_44 (08:01-07:43) --

07:51-07:43 "Anne de Chantraine: roll your number to play again." GO TO VTS_45 OR 46

-- VTS_45 (07:43-07:35) --

KHUFU IS NOT PRESENT, GO TO VTS_47 OR 48

-- VTS_46 (07:43-07:35) --

07:43-7:35 "Khufu: roll your number to play again." GO TO VTS_47 OR 48

-- VTS_47 (07:35-07:26) --

ELIZABETH BATHORY IS NOT PRESENT, GO TO VTS_49 OR 50

-- VTS_48 (07:35-07:26) --

07:35-07:26 "Elizabeth Bathory: roll your number to play again." GO TO VTS_49 OR 50

-- VTS_49 (07:26-07:18) --

BARON SAMEDI IS NOT PRESENT, GO TO VTS_51 OR 52

-- VTS_50 (07:26-07:18) --

07:26-07:18 "Baron Samedi: roll your number to play again." GO TO VTS_51 OR 52

-- VTS_51 (07:18-07:10) --

GEVAUDAN IS NOT PRESENT, GO TO VTS_53 OR 54

-- VTS_52 (07:18-07:10) --

07:18-07:10 "Gevaudan: roll your number to play again." GO TO VTS_53 OR 54

-- VTS_53 (07:10-07:03) --

HELLIN IS NOT PRESENT, GO TO VTS_55

-- VTS_54 (07:10-07:03) --

07:10-07:03 "Hellin: roll your number to play again." GO TO VTS_55

-- VTS_55 (07:02-04:01) --

- -06:31-06:06 "Stop! I release you from the black hole. Now you're free to lose again...! Any half-wit on a key space must return that last key that you picked up. Of course, you're welcome to lodge a protest...if you can find anyone who cares!"
- -05:37-05:05 "Stop! Whose turn is it? Answer! What is your number, maggot? I will give you a choice: you can take that many free turns or, banish any opponent to the black hole! Think about it...oh wait, you already are; I can see the smoke coming out of your ears!" *laughs*
- -04:32-04:14 "Stop! Everyone will take a turn to roll the dice! The highest number takes a key from the realm they're in. The lowest...is just sad and stupid."
- (GO TO VTS_03)

-- VTS_03 (4:00-END) --

1)

- -03:58-03:33 "Stop! Who has the most keys? Answer! How did a loser like you get the most keys? The maggot on your left can take one from you. Now you'll have to cheat even harder to win!"
- 03:03-02:56 "Stop! I release anyone festering in the black hole."

- 02:25-01:51 "Stop! What a bunch of losers you are!" *laughs* "All right, let's cut to the chase; I've got other maggots to torture, you know. I can't waste all my time with you! When I give the word, you can take all the remaining keys from the board and head for the centre! Chaos rules! The fastest and greediest will get the most keys! All right, maggots: wait for it...go!"
- 01:15-00:57 "One minute left, maggots! Scramble...scramble!" *laughs* "Looosers, looosers, looosers, looosers!" *laughs*

2)

- -03:34-03:14 "Stop! Whose turn is it? Answer! You can take one key from the maggot of your choice, just because you don't like them! It's only fair...since none of them like you!"
- -02:49-02:42 "If you are in the black hole...you are now released."
- 02:10-01:49 "Stop! There's no point in going on; you can't win! Ugh! Fine, if you insist on dragging it out! Everyone can take one key from the realm they're in...not that it will help you."
- 01:17-00:58 "Give up, losers; there's only one minute left...! Face it: there's no way you can beat me! I can beat you though! Now, where's that baseball bat?" *laughs*

3)

- -03:47-03:21 "Stop! Whose turn is it? Answer! See if you can handle a simple choice: take a key from the realm you're in or...take one from any slug! That shouldn't be too hard for your puny insect brain to handle!"
- -02:46-02:30 "Any losers in the black hole? Okay, losers: you are now free. Get out now. Losers. Go back to the game! Losers!"
- 02:09-01:48 "Stop! Whose turn is it? Answer! You will choose an opponent and duel them...but this is a mega-duel! If you win, you can take all their keys and if you lose, they will take all of yours! It's maggot-versus-maggot smackdown action!"
- 01:17-01:01 "Attention shoppers: you have one minute left! I repeat: you have one minute left! Also: you are stupid and ugly! I repeat: you are stupid and ugly!" *laughs*

4)

- -03:40-03:21 "If any maggot has the cursed black key, it's time to share...! You will call a duel with an opponent immediately, so that maggot can have a chance of being a loser too! *laughs*
- -02:57-02:47 "Anyone in a black hole? Get out. Right now! You're giving the place a bad name!"
- 02:15-01:45 "Stop! I can't bear watching you losers fumble around any more! I've played single-cell organisms that were better! Everyone, take turns to roll. The first one to roll their number can collect the keys they need from the board to complete their set of six...that's if the keys are still there! I can't do everything for you...!"
- 01:16-00:58 "One minute left, maggots! Scramble...scramble!" *laughs* "Looosers, looosers, looosers, looosers!" *laughs*

-- VTS_02 (Post-Countdown, Gatekeeper Wins) --

1) *laughs* "That's it, losers; you're terminated!" *laughs* "I win, you lose! Well, colour me surprised!" *laughs* "But don't feel too bad though, just because I've seen single-celled organisms who could play better than you!" *laughs* "Anyway, I've had a great time...but this wasn't it! In fact, I've had cold sores that were more fun than you!" *laughs* "But don't eat your hearts out about it...that's my job. 'Til next time...suckers!"

2) "Yes! I win...you lose...and do you know why? Because you're losers!" *laughs* "It's all too easy!" *laughs* "Next time, why don't you bring me some kind of challenge? I didn't even work up a sweat with you maggots! But don't worry, I'm sure if you practice real hard and eat all your vegetables, next time you play the game...you'll still suck!" *laughs*

3) "Ha! You lose, worms! Actually, I've played against worms that did better than you!" *laughs* "I'd like to say it's been fun and you all played the game well...not going to happen though." *laughs* "I suppose I shouldn't be too hard on people like you who are, 'game challenged'. Is there some kind of support group for that? Maybe next time, you should stick to snakes and ladders and don't embarrass yourselves!" *laughs*

4) "Ha! You lose, maggots! I win again!" *laughs* "I barely even worked up a sweat! Of course, I wouldn't with losers like you...why don't you cowards take me on again? There's even more ways for you to lose!" *laughs*

5) "Ha! What a bunch of losers! You just can't beat me!" *laughs* "I was only just warming up, too! It seems like only minutes ago I was seeing your vacant slack-jawed faces, so full of naive hope that you could win...time flies when you're having fun, eh?" *laughs* "And now, here we are...! Once again, proving that it doesn't matter what you do...I can always beat the maggots!" *laughs*

-- VTS_01 (Post-Countdown, Gatekeeper Loses) --

1) "Aaaaahhhhh, noooooo! It's not possible you could beat me! You pathetic maggots, you can't win! You cheated! That's the answer! Yes, you're a bunch of filthy cheating-cheatery-cheats! I can't prove it this time, but I know it's true! What I do know is this: there's no way you can beat me again, worms! I dare you to try!"

2) "What's this!? Nooo...! It can't be...! This is my game! I make the rules! You can't beat me! It must be that extra bloody bloody-mary I had for breakfast! Too much blood puts me off my game...memo to self: never drink and torment pathetic worms...! So: obviously, I couldn't play at my best, which means it was hardly a real victory for you! Of course, for such a bunch of sad cases, it's probably the highlight of your lives! Well...live it up, losers! 'Cause next time...you're mine...!"

3) "Nooooooo! You can't have beaten me! It's not possible! This is my game! I'm the winner! I'm just having a bad day, that's all! You think it's easy spending all day training throwbacks like you!? It's exhausting...! No wonder I let you beat me...! But now...I know where I went wrong, and I won't make the same mistake again! So...what do you say, flesh puppets? Ready to try again? Eh...? *laughs*

4) "Nooooooo! It's not possible you beat me! I'm supposed to win all the time; they're my rules! If you had any guts at all...you'd play me again right now! There's no way you can beat me twice...! Come on, maggots! I dare you!

5) "What!? This isn't possible! You can't have won; I always win! It's because you played a sneaks game! Even worthless worms like you can win by cheating; only the steely-hearted dare to tackle me in an honest competition! But that's too hard for throwbacks like you, isn't it? Fine! Have your victory...I'll wait for some genuine competition to show up!

6) "Noooooooo! This is my game! I should win, not the maggots! How can this be? It's because you're such wimps that I wasn't even trying! That's the only reason you won! You know that, don't you? PFAH, how can I expect feeble-minded idiots to understand sophisticated concepts? Know this though, maggots: there's no way you can beat me again...! Come on! I dare you to try...!