

DISCLAIMER: THERE IS A LOT LOT LOT LOT OF WRITING! I WILL BOLD SECTIONS FOR A SKIMMING EXPERIENCE, I ENCOURAGE YOU TO READ THE OPENING SEGMENT AND THE PARAGRAPH ABOUT YOU AS WELL IF YOU DON'T WANT TO SIT THROUGH A LONG ASS SPEECH

Hello jury! I have so much to talk about regarding my game that I almost feel like skipping right to it; however, how I settled into bigvivor is very important to me.

It is unbelievable for me to have made it to the end, I don't think anyone expected me to make it far, let alone play big while making FTC. As many of you know Bigvivor is my 2nd org ever and I had a very notorious reputation in my 1st one. Back then on s16 I was the merge boot, I was called socially inept, cognitively dissonant, and such a wide variety of albeit funny insults that post-game I was immediately warned not to filter my name in the spec-chat. One of the reasons I joined bigvivor was because when I received the invite(alongside a joke about me winning it) someone replied quickly and said it would be impossible for me to win. Even if I don't win, I overcame all of the doubts, I played one hell of a game from day 1, I proved that I am able to win an org, and above all else I did it my way.

For those of you like me who don't like reading FTCs, I will post 3 powerful statements that display my continued dominance over the game.

- 1. I was never at risk on any of my tribes, I would have made it much farther on all of them**
- 2. The only votes on me the entire game were 2 stray votes from Clouds**
- 3. The person I submitted a vote for always went home at EVERY single tribal council except for Psy at F10**

I'm extremely proud of the premerge I played and believe it to be the undisputed best pre-merge out of the 4 players at FTC.

Postal-

Main Indication Of My Game; I was in multiple majority alliance chats and in the multiple “inner core” chats of those alliances.

A lot of people upon entering bigvivor state that it only gets real f22 onwards and that you can coast until then. **As someone new to the community with limited connections I played hard from day 1**, Blakers and myself operated the middle of the tribe, and even though the first tribe is typically dedicated towards taking out inactives, **I found myself in a spot where I would have been in the final 2 of the tribe despite the great players around me.** It was where I learned that despite the complex web of relationships that awaited me, that I could take things into my own hands and progress through them.

Localizer-

Main Indication Of My Game; I was the flip vote between the two main alliances, and would've dominated the tribe regardless of what I chose

Localizer was another prime example of me playing in the middle, where I had to choose between DLE-Math-Totter and Whydon-Zach-Spiderz with Dyo and myself playing middle. This was a special time for me as the localizer tribe was a time period where I honed the instincts I learned I had on postal. I received great advice from Dyo regarding sensing threat level and playing middle, as well as insight from DLE on **always playing with moxie which inspired my “I will do it my way or go home” philosophy** I developed over time. I also connected well with Totter who was a smart and quick-to-act ally. All of this ultimately led to me siding with DLE-Math-Totter and blindsiding Whydon which was still a big play for me despite it being premerge. As well as the first hard decision I had to make due to it setting up Spiderz(a friend and ally) to go next.

Cyber-

Main Indication Of My Game; I continued to play dominant and visible illustrated by me being an Influencer

Cyber was my favorite tribe, here I met Eli who was a great competitor throughout the game, ran into Zach again who displayed a lot of kindness towards me after the whydon blindside, rekindled with totter and truly got to play with Brandon and Zoa soon entering

a trio with them. My vcs with Brandon and Zoa and later Torin were some of my favorite moments throughout the entire game. **Strategically and socially, I was in with everyone**, power was shared between me Brandon and Zoa but I was also very close to Totter, in with Eli and had good relationships with the rest of the tribe. **In the actual Influencer show, being an influencer immediately puts a huge target on your back, but despite 6 out of the 7 surviving Cyber members making merge, I still made FTC without my pace of gameplay slowing down.**

Seperatist-

Main Indication Of My Game; I utilized my social ties to save Tommy from the bottom of the tribe and blindside Dyo off of the top of it.

I swapped onto seperatist with every cyber tribe member except for Zach and Ptoad. While seperatist was a great swap for me due to this, I knew of the dangers of getting complacent. **I had thus far played my entire bigvivor game grappling on top of every tribe with minimal connections, and now that I had connections I immediately thought ahead** and didn't coast to merge with my existing allies as a lot of players would have. I used information I got from Dyo to do an idol hunt with my trio + torin and immediately connected extremely well with Tommy. Like my unlikely yet well earned survival at f5, I attribute Tommy's unlikely survival on seperatist to a great social game he played. However, from my perspective, on top of the trust I already had in him, finding a way to drag Tommy into the merge would open up a lot of paths for me due to his existing connections.

Throwing a challenge to eliminate Dyo was another very hard choice for me to make. While Dyo could easily use his connections to boost himself and potentially play a noticeably more dominant game than me, I thought Tommy would be more open to full mutual transparency with me going into merge as a duo. A read that was correct as Tommy and I (despite having very differentiating milestones) killed the merge together.

Another huge goal I had on seperatist was to ensure that the majority we had going into merge would stay together during the early portion of the merge, I had previously before thought that going into merge "tribe strong" was a failed ideal, yet by throwing to eliminate Dyo and keeping Tommy, **the Seperatist 8 actually voted together throughout the first 2 cycles**. Which is something that I attribute a lot to Brandon and myself since we were very vocal with pushes in Bad-Business.

Pre-Merge Summary-

As you all can see, I dedicated a lot of time in my FTC speech towards the pre-merge, this is because even though I certainly continued my streak of dominance in merge; I felt invincible during the pre-merge portion of Bigvivor. I was always the center of the tribe, no matter what the dynamic of the tribe was upon entrance. I never received a single vote during pre-merge and every person I submitted for was eliminated. My plan going into merge was to keep separatist majority for at least one cycle to give myself time to branch out, this worked out even better than expected.

(I am going to go very in depth about the merge, I'll bold the portions most important to my game but feel free to read all of them—every section will work as a description of my POV on the cycle and my thoughts on the player!)

F15 Floptina-

I got my ideal target of a loyalist that wasn't TBZ or Vooper

The first tribal council during merge is crucial towards setting the rest of the game up, I **was very focused on ensuring the first boot was a loyalist member**, as i'm sure the rest of separatist were too due to it benefiting them. The loyalist in question going home was very up in the air. Clouds was a primary target but fear over an idol being played on him shifted the vote off of him immediately. **Early merge I immediately bonded with TBZ and we told each other we wouldn't let the other get voted out, this meant despite pushes on TBZ from my close allies that I always shifted the vote away from him.**

With Clouds and TBZ out of the picture, a lot of eyes fell on Flop. I personally liked Flop, she joined my incredibly serious pre-game server and founded the pregame-heart-eyes alliance. However there was a stigma surrounding Flop that she overplayed, I personally think it is unfair to claim Flop overplayed but she certainly had visibility due to her "voting game " she played with multiple people where both players take turns "vetoing" targets until there's only one left, a game she is the master of as she can hide her own true intentions whilst the person she plays with might give up who their #1 is alongside other compromising info. While I certainly would've enjoyed Flop

being in the game longer, she was a loyalist target not named “TBZ” or “Vooper” and that was enough of an ideal for me to commit towards voting her out.

F14 Janzen-

I took out my ideal target

This tribal council was likely the most chaotic TC in the entirety of Bigvivor. **Janzen’s boot is one that I give myself a lot of credit for.** Going into Merge **I could tell Janzen was going to try and play a powerful middle game due to his links with Brandon and Torin as well as his status as a loyalist meaning he was very close to Clouds and Vooper(massive threats).** Janzen created a chat between all of S16 and whenever he vc’d us there it was apparent that he was trying to aim for separatists that he didn’t expect us to hold much attachment to like Eli and Tommy. Whenever I shot down his push, there would soon after be news delivered to Eli and Tommy that “S16 was trying to target them and they should flip”.

Upon viewing Janzen’s interconnectedness to the other players and his playstyle being detrimental to me (especially because he was the least close to me out of everyone in the S16 chat), it was apparent to me that I needed to target Janzen before he either sank my game or became powerful enough to control the merge. I got Tommy and Eli on board due to Janzen targeting them and it appeared as if Seperatist could be held together again.

The Janzen cycle is also one that I am the most proud of, Janzen is a flashy and dominant player to me, his social game was great enough for him to get to merge with a ton of connections despite him also debuting on S16. **Furthermore, overcoming Janzen really engrained myself into the merge and made me a hard target to hit.**

F14 Brandon-

The vote wasn’t on me despite my early merge and threat level being very similar to Brandon

This vote was incredibly sad, Brandon, Zoa and I had run this game together and many of my favorite moments throughout the game were with Brandon. As the game went on past f14 I felt it becoming less fun and more rigorous, one can say that's what merge is supposed to be like, but I really attribute it to a lack of Brandon. Due to the ROOSTER twist of the tribal council there wasn't much I could do in order to prevent Brandon from compiling votes. **While I went for Janzen, it was in Loyalist’s best interest to target**

a threat at the center of separatist, while TBZ and Vooper likely helped me out behind the scenes, Zach seemed to turn a blind eye towards Brandon.

The most I could do was push separatist to vote 5-3 on Janzen-Matieu. In doing so I at least would see if it was possible for separatist to work together for the current chaotic cycle, **which succeeded.** Seeing Brandon sent off invigorated me to play even harder, and even if I don't have his vote, I wanted to play a game Brandon would be proud of.

F12 Matieu-

I utilized my social awareness to shift the vote on a target where I wouldn't be idolized out

Matieu was in a very hard position at the start of the merge, he was on the bottom of loyalist but flipping was redundant as separatist tribal lines were doomed to disappear soon and when they did exist separatist had a heavy majority and didn't need to invest trust in him. Matieu managed to flip Totter which was good for him, and rumors circulated that Psy may vote with Matieu too. Mat could have caused some damage later in the merge if he continued to build connections, especially since he was close to TBZ, but unfortunately for him he was seen as a Loyalist number that they wouldn't play an idol on, the exact role he didn't want to play. Loyalist targeted Torin and put enough pressure on the push that Zoa gave Torin an idol for it. Meanwhile us in separatist decided on a vote between Clouds(major threat) and Mat who could've been a safe vote.

Originally separatist were likely going to vote Clouds, but then I had a thought which inspired a lot of fear in me, "what if torin and clouds both played idols?" **The fear of me being at risk was enough for me to attempt to shift the vote from Clouds onto Matieu late, and as Matieu went home I noticed the stray vote on me from Clouds. Had I let clouds be the target, there would've likely been a double idol play and I would've gone home with a single vote. I believe this shift is a good example of my game awareness.**

F11 Vooper-

I learned from a player I respected and used what I learned to better my own game

This was another incredibly sad vote, I liked Vooper a lot and even though I certainly recognized he was a huge favorite to win the game, I still wanted to work with him and see him go farther. **Vooper was part of the reason I was aware of every target the vote was between every single cycle up to F11 (and onwards despite him not being in the game at that point.)** One of the most stressful parts in this game for me was when Tommy and Vooper opposed each other, with Tommy pushing Vooper due to his threat level and Vooper telling me that Tommy leaked things that I told him. A tough situation with me in the middle that never resolved due to Vooper taking his well needed break.

Despite my limited time in the game with Vooper, I was extremely impressed with his social game and found myself even wanting Vooper to get far. His instincts were great and Vooper's method of injecting trust in people he felt he could trust and it always paying off was something I tried to polish not only in my game (illustrated by my friendship with Tommy and TBZ), but as a person.

F10 Zoa-

I stayed true to my ally despite knowing the likely outcome of the vote

F10 was the low point in my hero's journey, Zoa was an extremely loyal ally and one of the smartest people I've ever met. F10 is when tribal lines crumbled due to the multiple back-to-back Loyalist votes. The remaining loyalists (TBZ, Clouds and Zach) needed to target a justifiable/easy separatist, **separatists such as Eli, Tommy and Psy had to branch out because not doing so and keeping the core separatist in power could have handed myself, torin or zoa the game.** Zoa's idol made him an ideal target, the remnants of loyalist decoying totter made it so totter would likely vote with us, and Clouds voting with us meant at worst the vote was a 5-5 split.

Psy was playing an impressive middle game that even Clouds was worried about so it was pretty self-explanatory for me-totter-clouds-torin-zoa to place our votes on Psy. As the cycle went on the more it didn't make sense for totter to be the actual target, with a likely split incoming it would make more sense for the other 5 to vote Zoa. Furthermore Tommy and I weren't voting together but we were still closely allied and he hinted to me that Zoa may be getting votes.

My biggest misplay this cycle and in turn probably the game was that I thought idols and advantages were playable on revotes, (once again this is my 2nd org and I had only watched 1 survivor season prior). **We had already contemplated playing the idol but if I knew they weren't playable on revotes I would have heavily pushed for Zoa to play it.**

Despite knowing that Zoa was the vote at this point, **I still chose to sacrifice my insane flawless “everyone I submitted for got voted out” statistic in exchange for returning Zoa’s loyalty** by staying with him and hoping for a flip which never came to fruition.

F9 Totter-

I saw through the vote amidst all of the confusion

I firstly would like to state that I'm happy totter and I were able to get to single digits together. Throughout the game ever since Cyber people would ask me if Totter was my “goat”, Totter like any sane person didn't spend copious amounts of time on bigvivor, I do not think that this made him a goat whatsoever. Totter very much played his own game, branched out to loyalist, voted against me, and had strong connections to people I wasn't even aligned with such as Matieu. **I do not deserve any credit for “goating someone past f10” since that just straight up didn't happen**, that being said Totter's presence always made me feel comfortable, I looked out for Totter prior to his elimination as much as I could, and I would have been happy if totter made it to FTC with me, not because id beat him-but because I simply like Totter a lot.

Now that that's cleared up, Totter should have never been the vote here. Once again players tried the genius never-before-seen strategy of decoying Totter, the difference is that this time it happened very late into the cycle and there was confusion over it being a decoy due to Clouds being willing to idol Torin, who would be the clear actual target. Near the end of the cycle the only things clear to me were that Totter and Torin were the targets, when news broke that Clouds was going to play his idol on Torin, apparently people switched off of totter onto torin for jury management which I found a little scummy because if that actually happened then Totter is smarter than they think. **I opted to submit for Totter over Torin due to Torin being in a more similar position to me and being strong allies with clouds, making it more beneficial for me to not vote Torin out.**

F8 Psy-

I took out my ideal target and regained control over the game

F8 is a very controversial vote in regards to my reasoning and how it occurred. **The way the cycle was set up was so that the vote was between Eli and Psy with me as the deciding factor between the two.** I either went with the flow and voted out Eli or I

pushed a Psy vote. I ultimately decided to push for a Psy vote which ended up being successful and I did so for a myriad of reasons.

The first reason is that by flipping the vote onto Psy, I opened up a clear path for me to make FTC. In any scenario I thought of where someone makes a push on me, Psy was a required vote in order to do so- and Clouds even admitted during the next cycle that Psy being in the game was likely required for a push on me to gain any traction.

Furthermore, multiple people had Psy in their ideal FTCs and saw Psy as a goat compared to the other players left. This train of thought honestly baffled me, Psy played an amazing middle game to the point where Vooper tried to push him while Vooper was the kingpin. Psy navigated his alliances very impressively and overall had a lot of slick gameplay, at F8 I honestly thought Psy was playing a better game than Eli and it upsets me that it wasn't recognized as well after F11.

Personally, Psy was the only player I had taken a shot at and missed, I felt that taking out a strong player I was unable to take out earlier would redeem myself, and lastly taking Psy out of the game myself means **I established myself on top of the game again and could dictate/decide how the rest of the game played out.**

F7 Clouds-

I took out my ideal target

Out of every player in the merge, **Clouds is the one I'm inspired by the most.** Whether it be !Speedwing, or him exposing that he knew about the separatist strawpoll publicly, Clouds not only played hard but constantly played with a ton of swagger and badassery. If not for his foundation collapsing early via me gunning for Janzen at f14 and Vooper walking at f11, there is no doubt in my mind that Clouds could've made FTC.

The Clouds boot is pretty straightforward, apparently **Clouds and Torin campaigned to vote for me but with Psy out of the game campaigning against me at F7 was a fantasy** and even Torin's dedication to that idea is questionable at best and Torin at the end of the day voted with me. Clouds was in a position where as a player he was the biggest threat and the window to take him out was wide open. Clouds getting eliminated made me sad because I think he's really cool and **I personally wanted the fated Clouds vs Ryo to be closer than a unanimous vote, but it had to happen for my game to remain the most dominant.**

F6 Torin-

I (very painfully) took out my ideal target

This vote was certainly the hardest for me, not only because it was one of my previously close allies and my friend getting voted out; **but because the decision between Torin and Eli going out at f6 was entirely my choice.**

Zach and Torin pushed Eli while Eli and Tommy pushed Torin, TBZ pledged himself to vote on whatever I decided on. I spent the full time from the challenge to deadline thinking about this vote, because it was at the start of f6 when it hit me. Torin was in with a lot of people, loved by the merge cast and had two idols played on him whilst surviving being targeted multiple times.

From my POV Torin was simply surviving because I controlled the votes, yet from any other POV Torin was playing an absolutely monstrous game. Not only that, but on top of being allies I came to the full realization that part of my strategical reasoning for keeping Torin around a lot of the time was because we were typically in a similar position with him getting the votes. **It fully clicked in that Torin was not only playing an amazing game but that there was a legitimate argument for him being my shield.** It is for those reasons that despite Torin potentially not respecting it, that I felt it was my responsibility to **make the hard decision, cut off the head of the dragon and take out the person who I believed was the biggest threat.**

F5 Zach-

I survived being Eli + Zach's ideal target, and am now in FTC

Zach is a great player, me and him definitely exchanged blows throughout the game, we certainly had some rivalry throughout illustrated by the Whydon blindside, the Brandon boot, the Zoa boot, and the Psy boot. When Zach realized he and Eli couldn't take me out he walked from the game to spare himself the waiting and suspense. I characterize Zach as a smart player who, like me, enjoys frequently having control. Zach is very good at always having the correct amount of connections, I've told him this but he always has a stake in every vote gone right and avoids being the target in every vote gone wrong.

F5 was set up to be Ryo vs Eli more than anything else. Eli and I had a handshake on FIC, fully expecting the other to go home if they weren't immune. My initial plan was to bank on Eli not winning immunity and then vote him out once he wasn't immune,

Eli at this point saw me as the biggest threat to his game and Eli's plan was to win FIC and then make me final juror instead. Which is something Torin foresaw happening and warned me would happen if I voted Torin out.

The major difference between me and Eli is also outlined at F5, had Eli not won FIC he would have been eliminated and been the final juror, yet despite Eli winning immunity he was still unable to take me out due to TBZ and Tommy standing strong by me.

Merge Conclusion

Overall, this was such an amazing merge cast. Bigvivor as a whole was incredible, I even baked a cake for it! Every player as an individual on this merge cast is so distinct and talented that despite the awareness I pride myself on, there's probably still so much I didn't even think about. I felt humbled meeting the lot of you and I am extremely proud to come into this game without even a right to be in it, and come out of the experience playing a winning game whether I get the votes or not. I overcame the obstacles in my path all the way to the end, I not only played a great pre-merge but I controlled and decided the majority of merge votes, I did all I possibly could in terms of gameplay, I played visibly, I played with moxie, and most importantly I played with heart.

Despite being the absolute underdog...

Please let me be your winner!!

Thanks for reading-or skimming-or not reading at all (I would do the latter)