

Firstly id like to thank the hosts for a wonderful and fun season! Ty for deeming me worthy of heaven xd

Next up:

Congratulation to the final 2! You each had diff ways to get where you got and you two did very well!

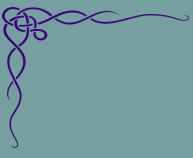
Feel free to tear apart any of my statments!

Firstly emile:

Ty for making this an enjoyable season! As you said your rep did make me weary of you knowing that if i ever want to win this game or have a chance for the end id need you out earlier rather than later. But i made a decision very early in the game that id prefer playing with you than targeting you. Try get you out and lose my chance to play with probalby the rarest form of org player? The biggest strategical player i've ever known of. As i see myself as a strategist above all else, i saw it as a great oppertunity to have a fun game! And I was not wrong. Although i did slack off big time when merge came i still enjoyed talking with you and hearing your strategic takes on the game, moves and other games i was in at the time.

Of course this gets me to a big point. Thats the only thing i could talk to you about. You barely ever initiated the conversation and the only way I knew to get conversation flowing with you was via game talk. You say it was your rep that made people weary of you. I dont think anyone was weary of tucker for long in the orgs he won. Despite his rep from em. Your social was lacking. Had your social been better your rep wouldnt've mattered because youd've made ppl unable to vote you out on another level other than strategical and physical. Of course you didnt need social you might say. Or rather you had to rely on your physical for a big part of the game because your social wasn't up to scratch? My only question i wanted answered from you since i made jury was this: You relied a lot on physical to get you out of danger. Had you ever been a final nom, you would've left (for the most part of earlier game anyways). Do you think you played the better game by being able to save yourself from tight spots physically, or is vibrage the better one for surviving without any comp wins?





Heyo Vibrage!

Grats on making it here! I can't say that our game was very intertwined. From our exchanges i felt like everything you were saying was fake and 1d. Something to say just to keep yourself safe and out of my line of fire. Nothing you said seemed genuine. I also heard in jury about all your f2s. I dont beleive those were neccisary and had you played a stronger game those would have easily been called out. Luckily for you, you were so utr they went unnoticed. You talked about jury managment and how yours was good. Jury managment isn't only about not making the jurors angry at you but also about managing their persepction of you as someone who played the better game. I dont think you've achieved that well enough. There /was/ a solid part of the game where i thought you played a great game. When I left I had you and zach on my no1 spot of my "BL". Then when I was making trading cards for the f3 cause I have no life and I realised that...your game wasn't as impressive as I thought. You can prove me wrong. I want you to write a paragraph on your srategic game.

You speech makes me think of the biggest writer's tip i struggle with "Show dont tell" idk how that translates in jury speeches but thats what came to mind when I read your speech.

Tbh its not that you didnt play a good game. It's just that emile's game seem so overwhelmingly more significant compared to your hardcore utr game.

Someone told me that one reason i don't win at f2 is because I don't have a story line to present to the jury.

Questions for the both of you:

1. What is your story line/arc? If you were to write a bibliography for the story that is your game what would it be.
2. If I made a trading card game based off sbb3 what specil ability would each player have, what should my little description of them have and what do you think their game stats would be?
3. Comment on these cards: Do you think they are an accurate representation of you two?





Physical: 10/10

Social: 4.5/10

Strategy: 9/10

Special Skill:



Physical: 0/10

Social: 6/10

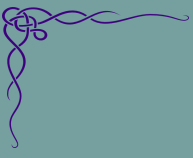
Strategy: ?/10

Special Skill:

Highspace's Response

Welcome Roxy,

Like you said, people stopped being wary of Tucker despite his rep because he's so good socially that he can make people throw away their games for him and make his rep insignificant. I don't have that social ability, so I'm not getting people to throw their games for me, and therefore my rep will still hinder me. Yes, the way I behaved and my lack of social game helped make it worse, it's usually my #1 downfall in games. I could have put in more effort in getting to know everyone on a personal level, I agree with that, and it's still a skill I'm working on IRL. Now, I did need social game to stay and make my game work,



just not as much as everyone else. And you're right, if I was a final nom, I would've been evicted. I'm not so sure about that statement for the early game though. Anyhow, this seemed to be a common agreement amongst the cast, so they would avoid putting me up unless they wanted me to leave. It was quite the interesting situation.

To answer your 1 question directed at me, I'll say this: I believe the better game is the one that made the best decisions for themselves and came up with great creative plans to make their goals a reality, while remaining self-aware and actively putting themselves in a good position. My comp abilities saving me is one more layer of everything I was doing in this game. Vibrage may or may not played the better game for surviving without comp wins. The question becomes: How did he accomplish that? It's more than just social game, because if social game was the answer, Marisa and Lazer would've survived a lot longer. So who played the better game? You'll have to look at our speeches again and decide for yourself.

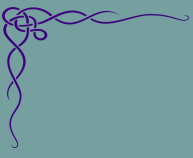
1. My storyline.

Our hero, Hoshi, has spent his life in the same village, called "Tengoku". It was a peaceful village, and everything was doing just fine. One day, the village chief sent him and six others on a diplomatic mission to negotiate with the "Jigoku" village... little did he know, everything was about to change.

The team was far away from their village now. They've spent days travelling, and still many days to go before reaching the other village. Suddenly, while they were setting up camp for the night, they were being ambushed. Listening to the war cries of the attackers, they immediately recognized who it belonged to: They were Jigoku members, and they were ready to kill.

Without a moment of hesitation, Hoshi unsheathed his swords and heard his team do the same around him. There was no time for negotiations, the fight had already begun. A fight to stay alive.





--- THE NEXT MORNING --- (okay I'm running out of time so I'll just give you the plot points)

As Hoshi was gradually waking up, Roxanna was still on guard duty. He simply had his eyes open, but too lazy to move or indicate he was awake. Last night's battle was rough. Thankfully, they had overpowered the hell ambushers, killing two of them in the process. The other five were knocked out and then tied up to different trees, so they could be interrogated in the morning. But before they could drift off to sleep, a terrible sandstorm was looming, and they all knew it. There was a deep cavern not far away, and they all ran towards it for safety, both the victors and the captured people who were now untied except for their hands staying behind their back. And so they camped in that cavern. Let's jump back to the present. Hoshi is awake but no one knows it yet.

"...can get him alive, we'll be on our way back home." he heard an unfamiliar voice say.

He was listening to a conversation between Roxanna and one of the captured enemies. As the conversation went on, he grew more and more afraid of what was to come. In fact, the leader of Jigoku wanted him dead specifically, and while he couldn't understand why, he knew it was a reality. In fact, everyone on the hell team had been banished from their village and the only way to restore honour was to accomplish the task given to them. To make things worse, the hell members offered members of his OWN clan a great reward, both in money and permanent VIP status within the hell village. And all heaven members (Tengoku) took the offer. Hoshi had to get out of here somehow, before he was killed. Thinking about it more however, he realized he would never be safe anywhere, not here, not back at his village. The only way was to kill off everyone else here. This was a big cavern, so he had places to hide.

His friend DJ found this morally unacceptable, trying to unite the heaven group, but the others didn't want this, and so he was killed off, showing everyone else that you do not go against the interest of everyone. Hoshi then set a trap and put himself as bait. Maryse took it and fell in the trap and died.





But Hoshi knew he wouldn't be able to outfight them all, he needed them to fight amongst each other. He decided to seal off the exit to the cavern, and with food running low and what not, it wouldn't take time for them to start fighting amongst themselves to try and not starve to death.

Hoshi was still able to make a few friends. Not everyone believed in their great leader of hell village, Jigoku. Jafford and the fire bender talked about it with Hoshi and said that this didn't correspond to their values, they didn't care about getting honour back from a village they didn't believe in.

Jafford and the fire bender didn't like each other though, and ended up getting the other killed. Now there's two people left: Hoshi and Jakwob. Everyone else has died trying to hunt Hoshi unsuccessfully, starving or killing each other. And that's where we are at with our story.

2. Survivor trading cards: I'll finish this later (hopefully)

XFIRE

Here to appreciate the beauty of the game.

Physical 9/10

Social 7/10

Strategic 8/10

Special Ability: Good morning again.

JEFF

Dedicated player that easily gets emotional.

Physical 7/10

Social 6/10

Strategic 7/10

Special Ability: If lied to, all hell breaks loose.

OIKA

Meme machine.

Physical 5/10

Social 3/10





Strategic 0/10

Special Ability: Henlo uwu :doge:

ZACH

Knows how to position himself in the ideal spot.

Physical 6/10

Social 7/10

Strategic 8/10

Special Ability: Zen mode. Will never take things personally.

ROXY

Constantly energetic, disguising the careful planning.

Physical 2/10

Social 8/10

Strategic 7/10

Special Ability: Flip a coin. If heads, activate 3 different attacks at once. If tails, do nothing due to distraction.

JP

Ready to make things happen.

Physical 7/10

Social 5/10

Strategic 7/10

Special Ability: Friendly Fire. Can deal damage to his team in order to give them an attack boost.

BORRACH

The guarded analyst, always cautious with his words.

Physical 6/10

Social 5/10

Strategic 5/10

Special Ability: Flip a coin. If the coin lands heads, will sacrifice himself to save a team member.

FFSIERRA





A UTR strategist that always looks at all possibilities.

Physical 1/10

Social 5/10

Strategic 8/10

Special Ability: Can go on a one week vacation.

MARISA

Just like a rose. Social and dangerous.

Physical 8/10

Social 9/10

Strategic 5/10

Special Ability: Apologize after inflicting damage.

DJSHANZ

Hyperactive mess.

Physical 0/10

Social 2/10

Strategic 2/10

Special Ability: [EXPLICIT CONTENT, [CLICK TO PROCEED](#)]

LAZER

Straightforward player that won't forgive you if you put her up.

Physical 5/10

Social 8/10

Strategic 5/10

Special Ability: Lazer's Ghost. If falls in battle, her ghost lives on as "lozershus".

STAMING

Matsing.

Physical 1/10

Social 2/10

Strategic 0/10

Special Ability: Transform himself into Vladimir Putin to get votes.

JENNY





His ideas go a mile a minute, plays a dangerous snake game.

Physical 1/10

Social 7/10

Strategic 6/10

Special Ability: Double Agent. May join an alliance only to spy on them and work against them.

VICTINI

A dual-type Psychic/Fire Mythical Pokemon.

Physical 3/10

Social 5/10

Strategic 6/10

Special Ability: Victory Star. Once during your turn, after you flip any coins for an attack, you may ignore all effects of those coin flips and begin flipping those coins again. You can't use more than 1 Victory Star Ability each turn.

CHANMAN

Someone that has the right ideas and understanding, but quickly falls behind.

Physical 2/10

Social 5/10

Strategic 5/10

Special Ability: Deals great damage to his opponents if he falls in battle.

SOFTIE

Headstrong player who wants to have absolute control over the game.

Physical 4/10

Social 2/10

Strategic 2/10

Special Ability: Automatically win HoH. Can use only once each game.

SAMM

Someone who wanted to try their hand at a new game, but that experience was short-lived.

Physical 4/10

Social 4/10





Strategic 4/10

Special Ability: Kirby Swallow. Can learn someone else's ability for a temporary amount of time.

FDP

A chill participant who values loyalty, but also has cunning ideas. Known for often making it far but falling short each time.

Physical 7/10

Social 7/10

Strategic 5/10

Special Ability: Flip a coin. If heads, learn a secret from another player. If tails, get blindsided lol.

3. My answer to your third question is: Where's my special skill?

Vibrage's Response

Questions for both of us:

1. I have worked way too much in the last 48 hours and only have 50 minutes to do this.... So I'm going to politely decline answering this as it would take much too long.
2. I have worked way too much in the last 48 hours and only have 50 minutes to do this.... So I'm going to politely decline answering this as it would take much too long.
3. I believe my social game would be closer to an 8 or a 9. Although I wasn't always very social with you, I managed to run many other connections throughout the season. Reference Borrach and Uprizzle's speeches if you'd like to read more. When it comes to my strategic game, I believe I ran most of my game from a strategic standpoint. Many times there were moves i wanted to make and I used my social ability to get what I wanted in those situations. A prime example is during the week you were evicted. Granted Zach and I were on the same side and had similar paths to the end. I was able to help secure the decision by playing a strategic/social game.

