



THE SIIVAGUNNER SUSIE ARG MASTERDOC

What is this?

This document serves as a way to compile and showcase the other documents used by the Siivagunner community to solve The Siivagunner Susie ARG (Also known as RE:SPH)!

What is that?

On the 19th of December, 2024, Youtube channel [Silvagunner](#) (If you don't know who that is, you have a lot to read up on!) uploaded the following video:

 [Silva Direct 12.19.2024](#)



“Silva Directs” like these have been uploaded in the past. They usually serve the function of teasing future events, or asking for submissions for other future events.

This one however was unique, in how “rushed” it felt. A lot of clips inside this direct felt like complete nonsense, and it left a lot of usual viewers reasonably confused.

Right at the end of it, the remnants of the [battle against Haltmann from CCC 11](#) are shown (If you don't know what this means, again, you have a lot to catch up on!).

Suddenly, a screen in the background begins rapidly flashing on and off. Community members quickly figured out this was morse code, and when translated, it led to a special site:

<https://hwcinternaldb.highquality.rip/>

This is where the ARG began.

Where to now?

First off, you have two options!

Either you keep reading below, **OR** you go watch the following excellent 123zc videos!

Both the video and the docs cover the same exact things, though the videos serve better explanations (since the docs were being written in-the-moment as the clues were being solved)

[The SilvaGunner RE:SPH ARG EXPLAINED \(Part 1\)](#)

(Part 2 not out yet)

If you're reading this, you chose to read on!

The site is divided into a series of folders:

MAXPH, FOOLS, BLACK, AIRTH, PAINT and **GRAND** (Originally locked)

Each folder constitutes a path users could take to solve the ARG.

During Arc 1, only MAXPH, FOOLS, BLACK, AIRTH and PAINT were available.

Arc 2 featured GRAND exclusively, and was only unlocked after the previously mentioned folders were solved.

So, if your goal is to inform yourself as to the steps taken to solve the ARG, then you'll have to choose in which order you'll want to go through the various paths.

There isn't one correct order, the ARG was specifically designed for ARC 1 to be solved in any order you want.

However, there are two suggested orders:

The Solve Order

This is the order in which the community beat every branch:


ARC 1

 **BLACK Folder Discoveries Doc (Solved**

v

 **MAXPH Folder Discoveries Doc (Solved**

v

 **PAINT Folder Discoveries Doc (Solved**

v

 **AIRTH Folder Discoveries Doc (Solved**

v

 **FOOLS Folder Discoveries Doc (Solved**

ARC 2

 **(CANON & SOLVED!!) NOAKA: The Prize Discoveries D**

v

 **GRAND Folder Discoveries Doc (Solved**

The ARG-Makers Intended Order

This is based on two things.

One: Whenever we beat one of the folders, the banner on the channel changed. When it did, a set of squares could be seen in the upper left corner, the number representing the intended order of that folder we had just solved.

Two: The credits of the ARG feature the folders in this order.

ARC 1

☰ AIRTH Folder Discoveries Doc (Solved

V

☰ MAXPH Folder Discoveries Doc (Solved

V

☰ BLACK Folder Discoveries Doc (Solved

V

☰ PAINT Folder Discoveries Doc (Solved

V

☰ FOOLS Folder Discoveries Doc (Solved

ARC 2

☰ GRAND Folder Discoveries Doc (Solved

Unmentioned

☰ (CANON & SOLVED!!) NOAKA: The Prize Discoveries D

Credits

The docs above couldn't have been made, and the ARG itself couldn't have been solved, without the help of these individuals:

☰ DOC CREDITS