

Ambidex•Game

Second Friday Planner

The Premise

An engineer that's been working for the government, and secretly using her funding to build a bunker and a stargate. After a time traveller escapes, she plans to abduct her back and kill her, to make sure her research isn't ousted and the world won't know it exists, she unluckily crashes into Derek's Car and a series of people she runs into, and kidnaps, just to kill them aswell.

The timeline is

I crashed into Samuel's red chevy with a white van. Dereck was present to see it, you apologized profusely and paid the full sum.

I make it in the music room, and gas it thinking only suzuha was in, but the teacher and student were also there, on my way back I discover on my police scanner that Sho has been called, and he's talking to holmes to find my car. So i abduct holmes, notice payne, take him, and take sho.

Then i kidnapped derek the fuck who called

And uh

the electrician was the first, because he went to discover the power surge.

So i got him before all of this.

Car is white van

Cast Backstories

OOO: sleepy vibe check / Acer

IC: **Amane Suzuha**

Occupation: Part-Time Worker

[Please note, anything highlighted in pure black will be spoilers for the original Steins;Gate. Drag n Click to highlight over these black spots to see the spoilers.]

Amane Suzuha

She is a part-time worker at Yugo Tennouji's "TV" shop.

She is also there in order to search for her lost father, as he would be around the area, in Akihabara. As she she was kidnapped by the hosts of the AB Project, ending her backstory.

Additional info:

* You arrived in this time using the facility you're currently in, when you arrived you saw nobody and snuck out as soon as possible.

* The location is deep in the forest where nobody who doesn't know about it would find it.

* The facility was undergoing a power surge at the time. Time travel device might've shorted out. You're not sure if you'll ever get back to your timeline.

* You couldn't perform a deep investigation due to the rush.

You suspect this is the reason why the timeline you arrived in is wrong.

Kidnapping details:

* You were in Hope's Peak school at the time with Susato and Nagito. All of you were surprised to notice a hissing sound as you all dropped on the floor one by one, until someone with a voice changer introduced you to the game. You didn't see who it was.

OOO: Daniel Mercury

IC:
Occupation:

Sho Minamoto
Official Prosecutor

Sho was 7 when his brother got shot in quite a big incident as a collateral victim. Hothead as he was, he assisted at the trial with the intent of knowing the Defendant and getting personal revenge, but was astounded by the way the Prosecutor fought and belittled the culprit with righteous fury, making him grow and immense admiration for the man.

Despite the case being dubious, it was such passion that drove in a Guilty verdict and avoided Sho to become a criminal, quite permanently, as he was more than just thankful to the skilled Prosecutor.

That forged his path as a scholar, and later as apprentice under his tutelage...and gave him first seat to his downfall. As the law shifted in its many turn and tides, he had to assist him in countless investigations where, on his point of view, Attorneys would pull the most ridiculous excuses to make sure their clients were untouched, even when clearly guilty.

As such, one day he found out his mentor was prepared to forge evidence to arrest one sleazeball who would have otherwise got away. Evoking his lack of control long buried, he personally approached the man in secret, convinced him his wife was cheating on him, made him cheat her and sent the photos to the wife anonymously, making him getting a divorce and losing the money he needed for a good lawyer, assuring the win without having to present forged evidence.

Sho openly admitted only to his mentor the truth before asking him to leave the office and retire before he would cross the line, despite him having come close to doing so.

From that day forth, Sho would rack win after win, using every dirty but legal trick in the book and openly admitting that as long as a case would not go unsolved, everything was fair game to him. He would not accuse someone without real proof, but once he had it, he would not relent unless clearly proven wrong, making sure the law would be above everything...especially moral codes.

Because hard times need a hard man, and he was not gonna have those twisted lies turn another idol of him into a joke by repeatedly distorting the truth to get acquittals.

Kidnapping details:

- * You were called there was some suspicious activity going on at the Hope's Peak school.
- * A white van was discovered on the premises.
- * You, Holmes and Payne arrived at the school. It was night.
- * Holmes went ahead and didn't respond. Payne went after him.
- * Finally, you were the last to arrive.
- * Holmes and Payne were both knocked out. It was too late for you as you discovered toxic gas fill the room. Someone spoke using the voice changer, but you saw nobody.

OOC:
IC:
Occupation:

CedricDewitt
Sherlock Holmes
(Novice) Detective

He's Sherlock Holmes.
Everyone knows Holmes.
He's a pretty cool guy.
He does that solving thing and is really goofy.
I just wanna solve puzzles dude.

Kidnapping details:

- * You were called there was some suspicious activity going on at the Hope's Peak school.
- * A white van was discovered on the premises.
- * Sho, Holmes and Payne arrived at the school. It was night.
- * You went ahead. You faced a person in a gas mask, a hissing noise... You got knocked out as you heard the footsteps behind you and someone collapsing.

OOC:

Kris Another

IC: **Nagito Komaeda**

Occupation: Student at Hope's Peak

A common student with no unique traits aside from his luck and obsession with hope.

A student from Hope's Peak, managing to get there only because of his amazing luck, that sometimes can betray him, there isn't much to say about him since he's a common teenager.

Kidnapping details:

* You were in Hope's Peak school at the time with Susato and Nagito. All of you were surprised to notice a hissing sound as you all dropped on the floor one by one, until someone with a voice changer introduced you to the game. You saw a person in a gas mask as you passed out...

OOC: Infinity and beyond

IC: **Samuel Flores**

Occupation: Electrician

Samuel is an electrician from a small countryside town that has always dealt with stress and anger issues over his life, even once landing him in jail for a year

Kidnapping details:

There was an electric power surge, with a wire leading outside the city. You followed it.. and that's when the gas masked person appeared before you and knocked you out.

OOC: Luke

IC: **Gaspen Payne**

Occupation: Prosecutor

An arrogant, selfish, narcissistic, and superficial prosecutor that look down on people that consider inferior to him when he gets the occasion to. Despite how he acts in public, he's actually a cowardly man that helps who shows to be "superior" to him so that he could gain something from them. He doesn't have problems using cheap tricks to get what he wants but despite all of this deep down is a man that actually cares for his family...Really...Really deep down...

Gaspen started to work as a prosecutor to keep his family tradition alive. Despite claiming that he mostly joined to follow the path of his great brother Winston, he actually just wanted a well-paid job and get rich. After his brother was defeated in court by Mia Fey and Phoenix Wright, Gaspen pretended to swear revenge against them to avenge his "fallen" brother: In reality, he just wanted to look "cool and deep" in front of his colleagues(though, it didn't really work)

Kidnapping details:

* You were called there was some suspicious activity going on at the Hope's Peak school.

* A white van was discovered on the premises.

* Sho, Holmes and Payne arrived at the school. It was night.

* Holmes went ahead. You entered after him only to discover him on the floor. There was a person in gas mask, who told you you'll be taking part in a game. You lost your consciousness as you heard the gas mask step out of the room... and someone else rushing in.

OOC: Salsa

IC: **Susato Mikotaba**

Occupation: Music Teacher

Kidnapping details:

* You were in Hope's Peak school at the time with Suzuha and Nagito. All of you were surprised to notice a hissing sound as you all dropped on the floor one by one, until someone with a voice changer introduced you to the game. You saw a person in a gas mask as you passed out...

		<ul style="list-style-type: none">Knows about sho's dealings in legal procedure and how sketchy he is.Knows nagito since he was a character witness for Samuel, though he was too young to remember the prosecutor.
	Susato Mikotaba	<ul style="list-style-type: none">Music teacher of nagito and suzuha.Saw Kate at the school, and doesn't know why she was there, but has never seen her beforehand.Knew on the news about Sho's prosecutorial event's through the media.
	Kokonoe (Kate Marsh)	<ul style="list-style-type: none">Knows Everyone. She background researched everyone to cover her ass.
	Dereck Goodman	<ul style="list-style-type: none">Had Sam run into Kate's car beforehand. Handled Sam's insurance, and stuff.Called sho to handle an investigation to make sure that fraud wasn't being performed.Knows Gaspen by name, since he was debating on which prosecutor to contact.

hub CW_Ambidex2ndFriday

Doors YCM

Yellow

Image	Name	Description
	Jigsaw puzzle	https://im-a-puzzle.com/look_i_m_a_puzzle_7tPBLAie.puzzle
	Sliding Block Puzzle	https://im-a-puzzle.com/look_i_m_a_puzzle_7tPBLAmj.puzzle
	Rolling Ball Maze	http://tiny.cc/gk17mz Open the image in Paint and draw a line from the balls to the center :)
	Keypad	It's a numeric keypad.
	Chair	There's a solved Rubix Cube on top of it.
	Table	It's a table. What did you expect?
Step		Solution
Step 1		There's a Jigsaw puzzle, Sliding Block puzzle , a rolling ball maze and a Rubix Cube. There's also a keypad on the door.
Step 2		Solving the Jigsaw puzzle reveals the question: "How many puzzles are in this room?"
Step 3		Input in the keypad "5"
Finished by:		
Outcome		Description
Solved:		You escape, yay
Not Solved:		Bomb blow up and everyone gay

Cyan

Image	Name	Description
	Clock	It's under a spotlight. It has a wire leading out of it towards the wall.
	Spotlight	It's shining right on top of the clock from the ceiling. You can't reach it.
	Note	A note posted on the door: "Unpower this clock."
Step		Solution
Step 1		The room has a clock sitting under a spotlight, and is the only thing lit in the room. There is a wire leading out of it. "Unpower this clock".
Step 2		Pull the clock out of the plug to stop powering it. The spotlight is still shining on it.
Step 3		Pull the clock out of the spotlight.

Finished by:	
Outcome	Description
Solved:	You escape, yay
Not Solved:	Bomb blow up and everyone gay

Magenta

Image	Name	Description
	Stool	The stool is in the middle of the room. There are three electronic cigarettes on top of it.
	Note	Posted on the door. "Make sure in the middle of the room, make a cigarette lighter."
Step		Solution
Step 1		There's three electronic cigarettes, in the middle of the room, on a stool. "Make sure in the middle of the room, there is one cigarette lighter."
Step 2		Take one cigarette off of the stool.

Finished by:	
Outcome	Description
Solved:	You escape, yay
Not Solved:	Bomb blow up and everyone gay



Doors RGB

Red

Image	Name	Description
AJgoldsnackoo.png	Sunlight	There is what appears to be sunlight shining from the hole in the ceiling. It's too far up to reach.
AAI2Footprints.png	Fossils	Dinosaur fossils, you presume of a T-Rex.
AAfishingpole.png	Didgeridoo	It's some kind of a wind instrument.
AAI2book.png	Holy Scriptures	It is Tanakh.
AACastDarke.png	Human	It's a picture of a human.
AAglassshards.png	Pocket Mirror	It's a small mirror you can pick up and carry.
Step		Solution
Step 1		The room is described to have sunlight shining through the top, illuminating the room, there's some fossils, A didgeridoo, a bible, and a picture of a human. "Find the oldest thing in the room."
Step 2		There is a small, hand-held mirror accessible. Take it and point it at the source of the light (basically casting the "sunlight" back into itself).
Step 3		Doing that for 5 seconds casts your answer. The light in the room suddenly turns off and the door unlocks! You regain access to the rest of the areas. /bg fxdarkness
Finished by:		
Outcome		Description
Solved:		You escape, yay
Not Solved:		Retrial, until time is maxed out, and you perish, at time of voting.

Green

Image	Name	Description
JFAbox.png	Piano	The cover cannot be opened, there's a keyhole. There's a sheet of music on top of it: http://tiny.cc/g0v7mz

		<div></div> <p>[once opened] All of the piano keys are removed. Instead, there's a standard QWERTY keyboard in the center of it.</p>
AAI2Fake_Dessert.png	Cabinet	It's a fancy mirror cabinet with a cupboard. The cupboards contain nothing.
AAI2case.png	Suitcase	It's located under the cupboard. It has a single-digit lock. There's a note - J drawn on it
Step		Solution
Step 1		Inside the room, there is a piano with a notation sheet but you cannot open the cover, it's locked and there's a keyhole. There's also a single-number input suitcase, with a J drawn on it.
Step 2		Once you open the suitcase by inputting the amount of notes on the notation, you obtain a key from it, which goes into the cover.
Step 3		Once you open the cover, you gain access to a QWERTY computer keyboard, with all piano keys removed. <div><p>note names: C C# D D# E F F# G G# A A# B C</p><p>C B Bb A Ab G Gb F E Eb D Db C</p></div>
Step 4		Input "BAGGAGE", the music notation, and you escape!
Finished by:		
Outcome		Description
Solved:		You escape, yay
Not Solved:		Bomb blow up and everyone gay

Blue

Image	Name	Description
TTbox.png	Wooden Crate	It's rather sturdy. It has nothing written on it and you don't see the lid. There's two waffles on a plate on top of it. [Once the crate is toppled over]

		The lid was on the bottom..! Inside of the box is an engraved number: 0666
TTfood2.png	Stove	That place where you cook stuff. It's an electric stove.
AAI2shovel.png	Frying Pan	Sturdy and pan-like, that's where you cook pancakes or whatever.
AAI2Recorder.png	Toaster	All toasters toast toast. [Toasting the waffles gives you a hint:] "flip"
AAI2littlethief.png	Keypad	Numeric keypad, 4 digits.
Step		Solution
Step 1		There is a wooden crate, a stove, a frying pan and a toaster in the room. The crate is too sturdy to break without a strong tool. The exit door has a numeric keypad next to it.
Step 2		Turn the crate over, the crate lid is at the bottom. There's a number engraved on it..!
Step 3		Input the number into the keypad and escape!
Finished by:		
Outcome		Description
Solved:		You escape, yay
Not Solved:		Bomb blow up and everyone gay

Doors White

White 1

Image	Name	Description
Step		Solution
Step 1		There's a cabinet on the far side of the wall, and a banner, stapled to the right wall, and a thick rope that runs across both sides, that leads into holes into the walls that you can't see. In the middle of the room, there's a plant. "Your job is to provide the plant with basic nutrients, water and light."
Step 2		Examine the cabinet to find the bucket, water the plant. Scissors drop from the bucket.
Step 3		Cut the rope, allowing the banner to reveal the light to shine on the plant. With a number on the backside of the banner to reveal the code to the keypad.
Finished by:		
Outcome		Description
Solved:		You escape, yay
Not Solved:		Bomb blow up and everyone gay

White 2

Image	Name	Description
		Meter stick - 74.4 g Crowbar - 2268 g
Step		Solution
Step 1		there's a scale at the other end of the room, and a clock above the door, there's also a meter stick and a crowbar. Zero Voice: "Wait ten minutes. That's all you have to do."
Step 2		Use a meter stick to set the clock's time to 10 minutes. Clock falls off.
Step 3		Put the clock at the scales with the time at 10 minutes.
Finished by:		

Outcome	Description
Solved:	"Congratulations! You weighed 10 minutes!"
Not Solved:	Bomb blow up and everyone gay

White 3

Image	Name	Description
	Handgun	It resembles a 9mm handgun... Its muzzle color is red.

Step	Solution
Step 1	"Shoot some one." There are two other people in the room. There's what looks like a glock17 on the floor, and numbers 1 thru 9 on the wall.
Step 2	The glock17 is actually a paintball gun. It has 9 rounds exactly.
Step 3	Shoot number 1.

Finished by:

Outcome	Description
Solved:	You escape, yay
Not Solved:	Bomb blow up and everyone gay

Extra

Step	Solution
Step 1	Engraved on the floor: "For at least a minute, stand above Water." There's an empty fish tank, and a sink nearby, with also a hose.
Step 2	Standing on top of the fish tank would break it. Stand on top of the word "water" engraved instead.
Finished by:	