



“Wish you were here.”

Time for Round 2 votes! My eyes are BURNING! :D

>Cuckoo Clock (Ash)

Caddie's comic was a fun take on the prompt idea of making the Clock a club and playing with the idea of punctuality but the entry makes the sin of not showing the opponent except in what I

assume is a very messy chudjack at the end which doesn't at all read as Ash to me. The way that bondage M4 and Debbie clash with the visual identity of the rest of the comic too, which is unfortunate because I think the black with this neon-saturated line style was neat.

Ash's entry is very full and involved not only Caddie and Ash but included Giggles again! Cute! I really like seeing crabs who take their first round results and incorporate it in their narrative (with Ash and Giggles being friends after R1). There's nice action and the clock being something like a phylactery for their kidnapper was a clever idea. Ultimately it's just the better entry, and Ash again proves she's a good one.

>Pretzel Making (Fishimote)

I'm a bit concerned about Lacks' actual inability to finish a round's art this tournament. The story is incomplete, too ambitious for the timeframe maybe, and worse Fishimote isn't even the actual focus of the entry again. I don't like this trend of the opponent in a Lovell match not actually having focus, they often feel like a second thought to some separate idea divorced from the prompt. It's a real shame because the art I can see the Hellsing influences and I know this could have been so much better than what it was.

Fishimote was also not finished but I'd call it more finished than Lovell's in the place where it matters: the story. There was a very clever workaround for this poor salaryman's titanic task that grants him a victory over his incredibly powerful opponent and sketchy as a good amount of it is I find the places WHERE the art does exist pulls more weight in carrying the entry for the round. The sketches also just have this bizarrely cute charm to it and importantly the text is legible.

>Big Bad Wolf (Jugglejack)

Ana's entry really does make this vote harder for me to pick, because the tension and violence in it is really compelling. The story is pretty strong and shocking, there's a very clear corruptive element to Ana having to be this role as the Wolf. I feel really bad for her during this entry, antidote or not that's a heavy thing to put on Ana's shoulders. Jugglejack is pretty cool in this entry with that big hero moment of showing up, very cool I think.

Jugglejack tonally is way different but I found the whole thing very charming. The jokes like Fluxxo's announcement, Jugglejack haphazardly getting ready for the round, and the way she defeats Ana is fun and an ironic echo of the Big Bad Wolf story. I did like JJ ragebaiting Ana by putting Illwill's head in her mouth and then the Folklorist with JJ and Illwill just hanging out was a nice closeout. Artistically I absolutely love black-white-red styles too.

>Yodeling (Speedrun)

I have no idea why there's an obsession with PSYGOKU in your entries Rinina-anon but it does still get me to laugh. Using yodeling to purge Speedrun of his possession was a pretty silly idea but fun too I think. I love the pencil-brush you use for drawing, there is a grittiness to your art from it that I like.

Speedrun I think has a much funnier entry with Rinina being the one to subject Speedrun to

yodeling (much to his chagrin). Lots more accessible jokes, like Eli embarrassing himself by yodeling while going back to the competition, and him essentially cheating to make it impossible for Ririna to outyodel him and undo the curse. You really took notes from last round and hit I think a home run, good job!

>Kastenlauf (Shirley)

Toabyak really got screwed with his opponent dropping and substituting OnceHere in his place, it really had an impact on his entry. I do love the page where Bakutsu is just an oily smudge (got a bark outta me) but I can see through the last pages and your author note that there was a lot of steam lost from the changeup.

I do think there needs to be a serious discussion about reforming the substitution rules because where dropouts heavily favored the participant who stayed this crab there's an element of punishment to the crab who remains either having to scrap what they had been working on or push on with their original opponent and risk other crabs voting against for not featuring the replacement. Until BDay Knight I think the substitutions have been very out of balance with how the matches were originally structured.

Shirley's entry is wonderful, even with such a short time frame to work on the comic the characters are crisply rendered and incredibly charming. The prompt was used interestingly (I think) and I like the use of Toab not being human as an important crux with Mother Earth and him. Their fight was really cooooooool

Is it bad I ship Toab with Shirley already??? I'm hopeless!

>Chocolate House (RESTRICTED)

Like R1 I'm not going to comment on my teammate's entry (or my own) for RESTRICTED votes so let's get to Gretchen's entry!

Gretchen's is quite funny and clean, I enjoyed reading it and seeing Mel have these struggles about doing what she's expected to do and what she's forced to do, marrying the conflicts of her being poisoned from one plotline and her own personal troubles in general with Clovis pressuring her to win the match. Gretchen herself is very nice, I was worried this one would leave Mel trapped and betrayed like Dizzy from R1 but went with a much nicer resolution of Gretchen offering Mel shelter instead. Gretchen in general is just so kind in the entry, even fixing Mel's cake!

>Save the Princess (RESTRICTED)



Zehya's VN is a really strong thing to face off against but it's fantastic, I'm so LUCKY that I keep getting kino opponents in this tournament even with all the stress it wrings out of me lmao. Bobby's work is very impressive between the programming work, the nice character art, the 3D backgrounds, and the very compelling and thrilling cruel choice DOOMVA sat between two desperate lawful evil people, kind of like putting a steak between a starving bear and tiger. Bobby really worked on getting Clovis looking right (he looks so attractive wtf) but also written right too. Clovis is a complex guy, I find a lot of people flanderize him a bit where he's too sadistic or mean but the introspection part where he's weighing the moral quandary of the sacrifice play (and then concluding ABSOLUTELY) is so in character it hurts, same with him ragebaiting Zehya to get her away from the sacrifice pool.

For the record the deleted alternate ending made me laugh my ass off. Not just because of the comedic timing but he actually would consider it (propositioning him straightfowardly like that is actually really effective if you aren't a furry).

>The Black Forest (RESTRICTED)

What you have for your entry looked wonderful and had so much heart, you really capture Hemma's quietly unsettling tendency to escape into distractions for the incredible problems he has going on in the background and I can only imagine what you had cooked up for this entry that didn't make it to final cut. I love your art man it's so expressive and stylish.

Hellie is honestly the best pairing in C4 ughhhhhh they're so sweet

>Werewolves (RESTRICTED)

Mara's entry is really cool. Trad is always cool but you have a great sense of perspective and staging for your panels, it's visually very interesting! I love the twist that this was all a dream that Smoke was staging, very smart use of Smoke's powers in conjunction with examining Mara's psyche. Very impressive jump up compared to R1!

>Rats of Hamelin (RESTRICTED)

Dizzy's entry is pretty great in my opinion. Exciting, plays with the 'Doomva just clones Dizzy than saves her from being a pet' angle, cool angles and shots and uses the ability Dizzy has to transform into her berserker form. Really does embrace the idea of self-love too, but in a very affirming way? I dunno how to phrase it but I walked away from this comic with a nice fuzzy feeling about it.

>Nosferatu (Berno)

Ignatius' entry is pretty compelling for me, and there's some banger lines like 'worry fuels the fire of anxiety' and the cooperation between the wolf teams to put pressure on Ignatius through the three acts? Delightful, and very cool that in both team run-ins it's a different team with an allied Misfit along with them working against Ignatius. I really enjoyed reading it, but I really really wish the illustrations were all finished! It really ends up being a drawback that a chunk of the associated pictures are rough because I think the polish would've really made this more difficult for me to pick.

Berno took some liberties like femTenebris for this entry I think but it's REALLY good. The strong and bold command of black ink and white contrast makes for very appealing art. I really feel a traditional Nosferatu approach and it's a really delightful and moody entry. Honestly I'd place it in one of my top rated R2 entries for how well done it is.

>Fichtl's War (Scary Movies)

The actual prompt is bizarre in that it's really hard to find out WHAT it is. Apparently some kind of song? Both entries utilize the tree gnomes associated with it so I suppose that's fine.

Fluxxo's entry is really dense with detail, really gripping into the idea of a war and making it a very grand scale. The use of practically *every* crab being killed felt particularly too self-indulgent. I went into it with some expectations that Clovis would feature fairly prominently in it (as I talked a bit with Phanto about some things about it) though seeing it finished I thought that it would be more a mutual ruling of Clovis the brain and SM the brawn of the war (given in R1 SM demonstrated the capability of pumping out many things to fight Xenomania in his R1 entry) and was disappointed. If I didn't know anything about this round I'd have assumed Clovis was the opponent instead of Scary, which I should be flattered by? But I don't know, way too much focus. What happens if we're matched Round 3???

Compare and contrast to Scary's entry which jumps into the weird and bizarre the two are capable of getting up to. The brain quiz section is so wonderfully weird and the 3D Fluxxo creature unsettling as hell. There's the Scary Movies lore in the center which was a really fascinating explanation of its current existence, and finally the 'escape Fluxxo' segment after SM is devoured that has both fun dead-crab cameos (including an alive but mentally blanked Awesoman what?!) and the escape game. G really brought an a-game with the rotosoped Pennywise and Fluxxo fight videos happening parallel to Scary's escape (which affected the escape via shaking the screen every time Fluxxo took a big hit!). And last but not least the really soulful combination of the music and the crabs that like or care about Scary in the character

montage at the end.

I am probably going to be listening to that song for a week. I've already listened to it twelve times today while writing reviews.

>Krampus (Nio)

I like that both entries treat Needle as the Krampus here.

Needle's entry is very clean on the art and I like the real attention put into making it like a book with the cover illustrations and even the absolutely hilarious author portrait. It's very simple and I like the sentimentality of Needle not being really bothered about the loneliness of entropy with Nio around as a concept that cannot break down or grow old in time if she inhabits a realm of dreams.

Nio's entry I think has a very interesting thing to happen to Needle where he's forced into a situation after performing his Krampus task, but Nio being a Krampus to HIM was very fascinating to me. The framing of Nio explaining guilt, and by association looking to do deeds to assuage it (that benefit the wolves) was a really interesting angle for me. The two traveling together feels very charming to watch, it feels like Needle in both R1 and R2 does get pulled along into an adventure with his current opponent though for Nio's it's definitely less altruistic opposed to Fluxxo.

>Doppelganger (Kell)

I think it's very unfortunate that there's a lot of things going on for Huang's artist IRL that affected how much he was able to do for Round 2. I appreciate the work he did put out, particularly liking the relationship between Babygirl (Daisy :D) and Kell. The ending I found pretty shocking but I had a feeling in my gut something was going to happen too.

Kell's entry I liked a lot. The doppelganger being a clone of Kell and the tension between them was really good, and I enjoyed that Huang was capable of capturing the two pretty easily but having to try figuring out the fake. The twist of Kell being the one tormenting the other one was a good one! Aside all the meat of the entry, the scene with HI and the Mercedes Benz absolutely demolished me.

>Elves (Head Investigator)

Leo's entry is really tight and good, his posing and the efforts in this round spiked up from R1. I found Leo pretty likable, he's a lot more friendly but also isn't willing to let HI hurt innocent people if he can help it. HI has some gold lines like when he's lassoed (made me chuckle). Steady story, fun, charming entry in all metrics. Nice ass.

HI I think just has more in general. Random shit like him printing an entire Mercedes Benz to drive in the entry tickled my funny bone and so did his own nerf by the fursuit preventing him from being able to actually fight Leo properly. Leo is there for a noble purpose and fights for the sake of doing the right thing and the flash to Ignatius' advice for his fire was great (as was HI

ragebaiting him I just enjoy ragebait as a fighting technique I think). I personally loved the tonal shift when HI was tasked to leave the elves and the kid but thinking of his wife encouraged him not only to rescue the kid but also placed him in a home that would accept and adopt him, it was surprisingly sweet for an ending. Very well-rounded story, made me really appreciate HI.

>The Rauhnachte (Time Warrior)

Houndclops' entry is a very chill little romp between HC just being something like an annoying dog Time Warrior really doesn't want anything to do with. It comes off very comically, even at the point where they fight a bunch of monsters Houndclops keeps his chill and he's rewarded by having a significant impact on the timeline all due to Time Warrior himself, it's an ironic kind of ending I appreciate.

Time Warrior's art is *delicious*. A powerful command of color and form, which gives the entire comic this ephemeral quality matching the conceit of it being a holiday tale you'd read in a book. The story of Time Warrior trying to help but the people thinking he's an imp or demon and rejecting him despite his efforts was great, I really felt for the guy and his doubt if he could do the good guy thing after all. The 12 Days of Christmas adjusted poem and the actual confrontation of Houndclops were excellent. You really captured the animal-like indifferent morality that Houndclops has (as well as his tendency to eat people).

>Wolpertinger (Birthday Knight)

I think Dea's had an interesting setting and premise set up in the idea of pollution causing the wolpertinger and it was funny that Leon happened to be the one who fulfilled the condition of the wolpertinger as well as him stealing Adel's book. But then the entry got really weird and made me raise my eyebrow for a minute there. It DOES have the giant explosion I like to see for a R2 entry (we tend to eradicate a modern country every year for Crab) so the ending did pull up a grin from me.

Ultimately though I really like Birthday Knight's entry more. The colors and design are very striking to look at and whimsical, I absolutely adore it. BKnight and Dea work together essentially to find the wolpertingers in this, and I think Dea does strike me as a cooperative sort, not very in the same frame of mind for a more brutal wolf. BKnight simply just has way too much charm to be denied.

>Dragons (Cops)

Gilroy's entry I will say is clearer than R1 where I was struggling to follow much more but there's still parts where I get a little lost reading the entry in understanding what exactly is happening. The chaos of scribbles hides the forms underneath and with it the context. Texture via strokes really can inform form when used properly, suggesting volume and shape when applied carefully but done pell mell it becomes a thick bramble of blob. I think storywise there was a dragon and the cops were being brutalized but I honest to god can't say exactly what was going on.

The cops have strong clarity, and even plays with illegibility at the start with the textbox being scribbly and handwritten to typeset like the rest of the dialogue. It's a funny visual gag, in fact

the cops I'd say are very good with visual gags in general. Making the 'dragons' a biker gang at a bar named after them (or the other way around) was pretty clever, same with Gilroy being arrested by association. Poor guy!

>Musicians of Bremen (Giggles)

Diesel Junkie's approach is interesting in it starts in a town (presumably Bremen) and moves into the woods where Giggles illicit CLOWN smuggling operation happens. They definitely do go after the little guy and burn down the hut that the story encompasses, kind of understandable given DJ's propensity to light things on fire. I was able to follow it with no dialogue and I could make out the characters a lot better compared to R1!

Giggles I just like the more rendered art and the comfy nature of it. Like the story Giggles and his gang (the 'musicians' on their way) never do actually reach Bremen because the brigands accost them and they take the spoils of the scrap in the aftermath. It's a nice team-bonding round and god why are the Misfits so cute as a team they honestly have so much narrative cohesion it's so nice!

>Kneipe (Kelly)

Marv's entry is very funny, he's such a sleaze but such a fun character too. Making Kelly drink piss though?! It's so mean! I think you've really picked up with the backgrounds this crab and you still have a knack for prying a laugh out of me (like the chrischan straw) just out of nowhere to me.

I love the AMP bar. Kelly's entry has a lot of things I generally like, the dialogue had me grinning (especially the bit where Kelly reassures Debbie I actually choked on my drink for that part). The BALD joke really did get me, it's a nice pressure cooker to put my ass over to voting for Kelly over Marv. Kelly herself is pretty cute for this whole entry, I find her very endearing.

>Walpurgis (Berry)

Atta's entry is very strong. Great paneling and staging, very involved and strong storyline. Atta getting got by Berry via losing the battle but winning the war with her grand scheme involving the poisoned water supply and the witch brew being activated by Ash was real good. Very ominous last note to end on given I think the nature of the flood means every crab capable of being affected would be affected if they were on the ground. I was close to voting for it, however...

Berry's entry was REALLY fun to read for me. More reinforcing Marv as Berry's number two, playing with the poison versus the effects of the clown venom that was built up even from Pre-R1, there was a lot of payoff for the climax of the comic from the earlier buildup and I did totally lose my shit at Hyuckleberry. Killed Atta pretty brutally though, did you know burning to death is one of the most painful ways to die?

>The Wild Hunt (LOCKED)

An incredible entry that is both well made and EXTREMELY funny. It's actually terrible that there's nothing reciprocal as a reward for your efforts on this outside of an absolutely confirmed gold because I think you deserve something super cool for this entry. I love Ivy, I just want things to work out for her at the end of the day. Fluxxo is great with his characterization and the resolution of leaving Marox in the ice block to serve as a sauna core was great.

>Bratwurst (Ax'ppos)

That panel of Ax'ppos staring at the grill is total comedy gold. It's a very funny entry, I like that both of them just suck at making brats but Scarlet sabotaging his weenies snagged the win out from under him. A solid little comic.

Genuinely the best entry I've seen this artist do. Like, it's funny, it's tightly written, it's clever! I LAUGHED at the part where he takes off his mask and there's a skeptical mask under it! Ax'ppos is working at a higher level figuring out Scarlet's physiological functions, a true scientist in motion, and you definitely know that he is by no means going to do good things to poor Scarlet during her internment. Him just manipulating the cops was great too, don't want to forget that. The extra at the end is a great deep cut too.

>Schutzenfest (N377)

Adel's entry is written much better this round in my opinion. The round topic is mentioned though I was disappointed that when N377 appears its to just to hunt Gilroy than face directly off with Adel.

N377's entry sticks with the prompt in a pretty straightforward approach where N377 and Adel both are trying to compete. I personally like the efforts of N377's artist here, it's a stark improvement over R1.

>The Nibelungs (Savage Henry)

I think that Menachamendele's entry was a fun read, good posing and fun dialogue. This was a hard pick for me because I like both entries but sadly I have to pick.

Savage Henry finally delivers on the savegry he's named for. Very brutal shots like the claws going through the head. Mendy isn't killed (which surprised me!) but being left behind like that probably ain't good for him either. Cool and clean!



This round was one of the most work-intensive ones I've done, definitely since C2 R3. I'm so tired man and R3 is still on the horizon. My apologies for how the reviews taper off at the end there my brain is a deflated balloon and I'd really like to wrap up here. Good luck on the votes everyone!