Created by anon (sorry i just dont wanna be named), Nion#3353, ToastBucket, 0x150 and
DevNode

Special thanks to wheet#1287 for taking notes on part 2 while we were holding out on updating
to see how long part 2 would be

If anything new comes out, contact **Toastbucket.** or **0x150**. The others do not desire unwarranted correspondence.
Additionally, if she isn't answering, Loher#0623 from the SSTV team and wheet#1287 from the companion document
are also open for dms as a last resort.

0x150's summary of Part 1 on youtube (Wayback Machine mirror)
0x150's summary of Part 2 on Odysee
Proper credits at the bottom of the doc

- PART ONE ~ (December 17th 2022) -

(click here for the wayback machine mirror of part 1 of 0x150's summary)

Hakita decided to post the first theme to P-2 named 'Tenebre Rosso Sangue', made by guest
musician "Keygen Church", an alias for musical artist "Master Boot Record", or "MBR" for short.

Inside the description in the video was a link to the bandcamp page and a cipher.

https://keygenchurch.bandcamp.com
Music for P-2: WAIT OF THE WORLD by guest artist KEYGEN CHURCH aka MASTER BOOT RECORD
Cover art by Valenberg (http://www.valenberg.com/)

```
070 111 108 108 111 119 032 109 101 032 105 110 116 111 032 116 104 101 032 100 097 114 107 110 101 115 115 013 010 119 097 108 107 105 110 103 032 098 121 032
116 104 101 032 115 105 110 110 101 114 115 032 107 110 101 101 108 105 110 103 013 010 105 110 032 116 104 101 032 115 105 120 116 104 032 105 110 102 101 114
110 097 108 032 099 105 114 099 108 101 013 010 119 104 101 114 101 032 116 104 101 032 105 114 032 119 111 117 110 100 115 032 097 114 101 032 110 101 118 101 114
032 104 101 097 108 105 110 103 013 010 013 010 087 101 032 100 101 115 099 101 110 100 032 097 099 114 111 115 115 032 116 104 101 032 105 114 032 112 121 114 101
013 010 098 117 114 110 105 110 103 032 116 104 101 032 114 109 109 098 032 101 032 109 101 108 032 116 111 032 097 110 100 032 116 104 105 032 109 097 099 114 101
121 111 117 114 032 119 097 121 032 116 111 032 111 117 116 116 032 098 121 032 107 107 115 108 108 105 110 103 013 010 115 104 105 110 103 032 097 109 105 110 104 101
110 103 032 097 121 110 100 032 098 108 111 116 100 032 115 112 105 115 108 108 105 110 103 013 010 013 010 066 111 117 116 032 098 101 119 097 116 101 032 116 104 101 032
115 111 114 117 116 110 100 032 112 109 097 110 101 032 116 104 105 032 105 097 109 110 001 032 110 109 101 032 110 108 101 032 110 109 101 032 110 115 032 111 102 111 032
111 114 107 118 097 110 104 111 115 032 098 101 116 111 111 097 098 108 100 115 032 098 110 111 114 105 032 110 115 100 114 013 010 104 111 117 117 032 110 101 032 110 010 032 116
104 097 116 116 039 115 032 100 101 032 100 104 097 100 000 101 105 110 101 114 103 013 010 116 110 101 101 032 104 115 032 117 116 104 101 114 032 116 104 104 110 104 103 097 110 111 101 108 097 108 110 103 013 010 116 111 104 032 097 099 101 032 110 114 101 099 104 104
105 118 105 105 032 110 100 013 010 013 010 080 097 110 105 116 104 111 032 116 104 110 111 032 101 116 104 116 110 013 010 116 104 101 032 115 104 111 098 112 110 103 032 109 105 032 104 110 116 110 105 110 110 111 032 116 104 101 032 116 104 104 110 116 104 101 032 117 108 105 116 097 104 101 032 109 105 114 103 013 010 097 110 098 100 108 108
097 121 032 111 104 097 114 116 108 121 101 108 116 101 032 110 101 105 097 098 104 111 113 099 117 103 032 116 110 111 114 104 100 013 010 104 101 032 110 100 105 099 111 111 110 032 101 105 114 099 109 105 013 010 013 010 104 111 099 110 100 112 110 039 117 118 099 032 116 104 100 099 032 100 104 098 108 104 099 112 100 104 112 104 101 098 110 101 105 117 032 110 103 120 032 110 117 110 105 032 110 110 111 105 032 117 116 116 114 108 115 099 032 111 100 111 111 099 110 104 097 097 099 116 108 110 101 110 111 114 108 101 032 110 101 032 110 101 110 114 098 000 111 110 110 101 110 104 117 104 110 111 110
032 104 105 100 032 116 111 032 104 101 032 110 103 097 115 032 105 116 108 032 114 101 032 110 115 108 108 032 116 104 101 032 104 101 114 032 110 101 116 104 110 104 104 114 105 097 116 032 109 101 103 032 110 101 032 110 108 032 111 117 116 032 099 108 119 111 114 100 032 115 099 117 102 108 114 101 108 032 110 104 097 110 105 113 108 100 104 101 032 112 114 111 032 104 098 116 108 032 104 097 104 097 108 110 098 111 098 101 032 110 099 100 116 116 032 110 097 101 116 114 104 112 101 000 119 099 100 116 108 110 108 110 110 099 110 111 099 104 110 115 097 000 114 104 110 100 115 104 108 116 117 111 110 103 116 000 110 104 114 114 108 117 114 111 104 110 099 032 110 116 116 032 114 101 116 032 104 097 101 116 101 000 097 103 113 115 032 109 101 100 101 116 101 117 097 000 107 099 114 032 097 099 116 108 105 119 101 116 097 104 117 108 000 110 112 114 105 117 114 111 110 099 032 110 100 116 110 032 114 101 116 032 110 097 101 098 101 000 097 103 113 097 097 097
101 032 115 119 105 115 110 032 110 032 013 010 115 099 097 119 110 110 032 105 110 032 115 108 104 110 032 115 108 116 032 110 114 032 115 100 032 114 097 032 110 110 032 115 100 032 100 104 108 032 099 108 108 105 110 103 013
010 100 100 032 105 097 099 032 119 105 115 032 110 100 032 115 108 104 032 119 115 032 100 044 032 098 032 114 101 098 032 115 109 097 032 115 097 032 115 097 032 115 097
121 111 117 032 110 111 032 116 104 101 032 110 100 032 105 097 119 032 114 114 032 109 100 032 116 104 032 115 097 032 121 013 010 089 111 117 032 116 109 097 121 032 112 104 117 115 104 100 032 116 104
104 101 032 116 111 032 110 111 111 032 114 032 097 115 032 110 097 032 115 097 032 121 013 010 066 114 116 032 098 101 032 109 101 032 110 114 032 110 101 032 110 110 032 116 115 032 097 114 116 032 116 104 101 032 110 032 098
108 097 109 101 013 010 073 110 032 115 101 032 114 116 032 099 114 032 110 105 110 032 110 108 104 032 116 104 032 116 104 117 110 032 105 104 032 101 032 103 097 109 101
```

(the youtube upload of the song https://www.youtube.com/watch?v=MG5L-1pI8bI)
The cipher is just a collection of decimal ascii indexes, which decodes into the following poem:
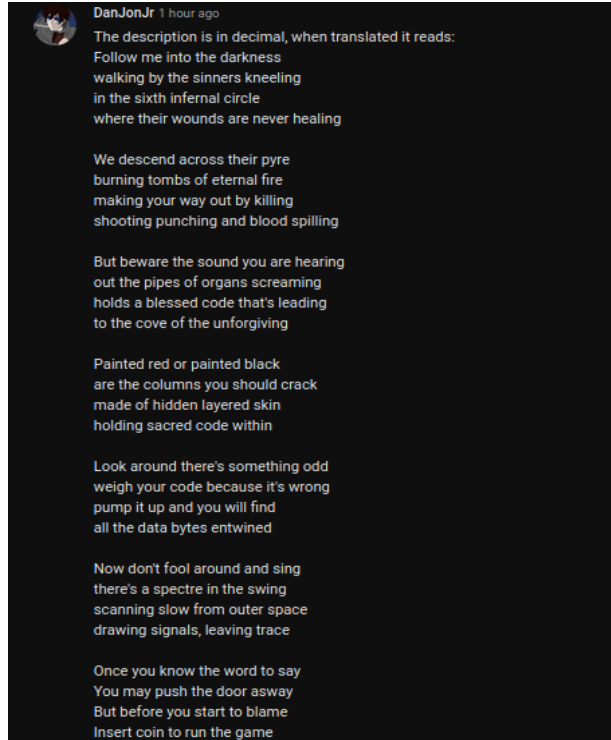
As of now the meaning of this poem is generally unknown, although as some of it has been seen to hint at solving clues later in the ARG it can be inferred that that is its overall purpose.

Decoding the poem yourself is really easy, to do it, use the following node.js snippet:

```
console.log("encoded data here".split(" ").map(c =>
String.fromCharCode(parseInt(c))).join(""))
```

When downloading the song off Bandcamp, the download contains another, suspiciously large, image:
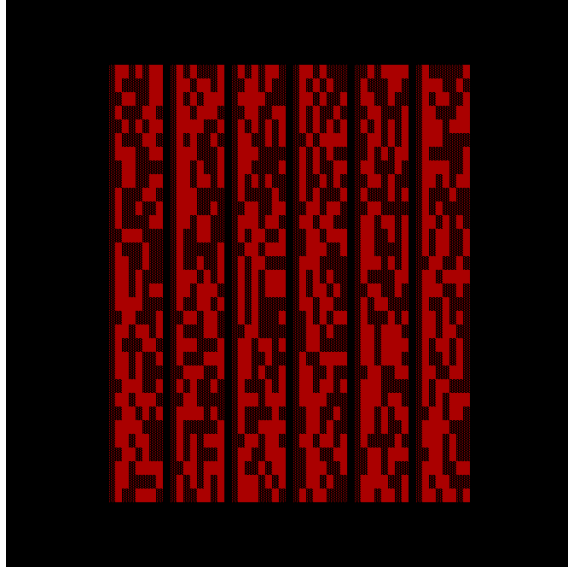
According to MBR, the cover art is 1-bit pixel art.

The image contains a .zip archive that contains a .wav file of the song "Were you foolin'" a swing song that is sampled for "take care", the song that plays at the terminals in ultrakill. The zip file may have been hinted at by the "pump up the data" line in the poem, considering that a .zip archive is used to compress data, and pumping up could refer to decompression.

To extract the zip file yourself, the easy way to do so would simply be to drag the image into winrar, which will recognize the extra data. If you want to do things the hard way for fun of just hate winrar, use the `binwalk` utility: **binwalk --dd=".*" path-to-the-image.png**

[Link to the audio](#)

The song has been modified to contain a string of seemingly random noise that actually comprises a B/W 8 formatted SSTV (Slow Scan TeleVision) signal, a method for turning images into audio meant to send pictures over radio. This was hinted at in the poem with the line:

"Now don't fool around and sing
there's a spectre in the swing
scanning slow from outer space
drawing signals, leaving trace"

"Don't fool around and sing" referring to the title of the song, "spectre in the swing" referring to the genre of the song and the message hidden in it, and "scanning slow from outer space drawing signals, leaving trace" referring to the hidden message's format.

[A link to a video of 0x150#3309 decoding it](#) (MISSING)
Link to a reupload up the decoding: [reupload of 0x150's decoding video (thanks devnode)](#)

The SSTV signal hidden in the song decodes to the following image:

A "panopticon" is a type of building, typically a prison, constructed in such a manner that a single guard in the center could observe the entire building at once. A panopticon operates on the idea that no prisoner will know whether or not they are the prisoner that is currently being watched, and as such they will act as if they are always being watched.
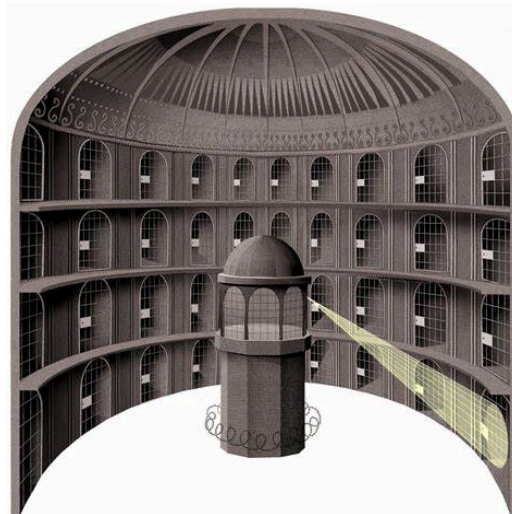
(an example of a panopticon)

Going back to the image from the bandcamp, one might note that every column has exactly 8 smaller columns inside of it. These can be interpreted as binary, the dark spaces (▓) being 0s

and the bright ones (■) being 1s.
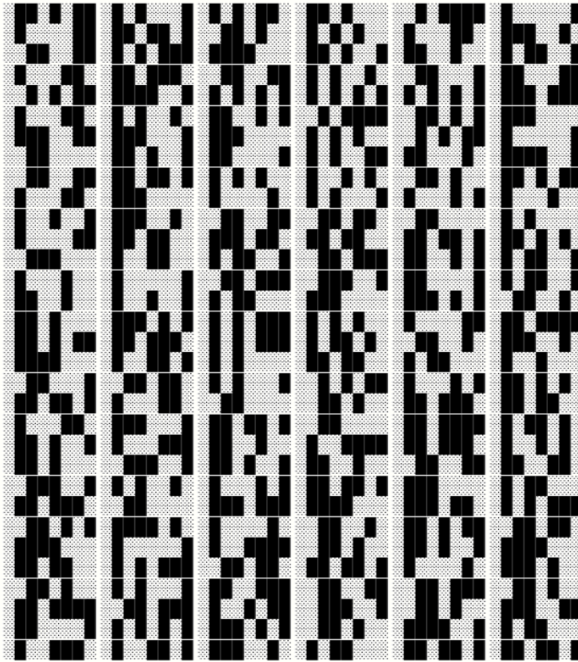
Becomes

```
01101011 01010001 01010110 01101000 00101111 01000001
01000011 01101101 00110100 01010100 01000110 01110010
00110011 01010111 01111000 01101001 01100100 01011001
01000110 01101110 00110011 01010010 00110001 01100011
00101011 01111001 01010101 01010101 01010101 01110111
01000110 01010010 01100101 00101111 00110101 01110000
01110011 01110001 01110000 01010100 00101011 01000001
00110000 01101001 01100001 01010011 01100010 01111001
00110011 01101101 01010100 01001010 00110100 01101011
01000110 01110000 01000010 01010001 01000101 01000100
01001001 01110010 00110011 00110110 00110000 01010000
01000011 01101100 01110110 01101100 01101101 01101010
00111000 01001100 01011001 00110111 01100101 01011001
01000100 01000001 00110111 00111001 01100001 01011001
01100100 01001001 01011000 01110000 01110101 00110010
01101000 01110101 01010111 01010100 01000011 01101111
01101011 01101110 01010111 01011010 00110010 01110010
01111000 01001101 01010000 01101100 01011000 01001000
00110001 00110110 01010001 00101011 01000101 01101010
01101101 01000110 00110000 00110100 01101110 01101100
01000110 01110001 01101101 00110000 01101111 01011010
01101001 01000111 01100100 01001111 01101110 01001010
01101000 00111001 01101001 01100100 00110011 01100110
00111001 01010010 01000101 01101101 01110000 01011000
01101110 00110000 01110111 01111000 01110110 01010111
00110101 01111010 01000010 00110010 01101011 00110110
01111000 01000001 01001111 00110100 01101001 01111000
01101100 01010111 00110110 01101101 01000010 01110100
00110100 01010001 01100111 00110011 00110111 00110100
01101111 00110111 01001011 00111001 00110100 01110011
01100001 01010101 01110101 00110100 01111001 01011000
01001110 01001101 01110010 01011000 01101101 01101101
```

When the binary is decoded, It becomes this string of text:

kQVh/ACm4TFr3WxidYFn3R1c+yUUUwFRe/5psqpT+A0iaSby3mTJ4kFpBQEDIr360PClvlmj8L
Y7eYDA79aYdIXpu2huWTCoknWZ2rxMPlXH16Q+EjmF04nlFqm0oZiGdOnJh9id3f9REmpXn0
wxvW5zB2k6xAO4ixlW6mBt4Qg374o7K94saUu4yXNMrXmm

This text is actually a 256 bit aes-encrypted data blob, which we can decrypt using
"PANOPTICON" from the SSTV image as the key. According to MBR, this can only be done at
https://aesencryption.net because it has a "specific init string". It yields the following text:

WALL 4, SHELF 5, VOLUME 5, FINAL PAGE

https://drive.google.com/drive/folders/18F3syZw4VhQU9CxUZMDThCIMlBXN3F
m6

END OF PART 1

This was hinted at in the description of the youtube upload with the line

"Painted red or painted black
are the columns you should crack
made of hidden layered skin
holding sacred code within"

The link points to another google drive containing a second song, "Ultrachurch.mp3", which
appears to also be MBR's work, and a plaintext file named "file_id.diz", with the following
content:

```
                    _/\___/\__/\__/\___/\_
                   _\_/_\_ _____ _\_ _\
     _  _ __ _\\\   /_\  /_\ /_\  \ _\_  /
               ///  / / / / / / / / /  /
              \____/\____/\___/\_/\_\/\__\
     .::aNSt::·        _\  /_\_\  /_\_/
       _  _ __ _\\\      \  \  \ /_\ __
              ///  / / / / / / / /
              \_/__/\_/\___/\___/
         absinthebbs.net:1940
```
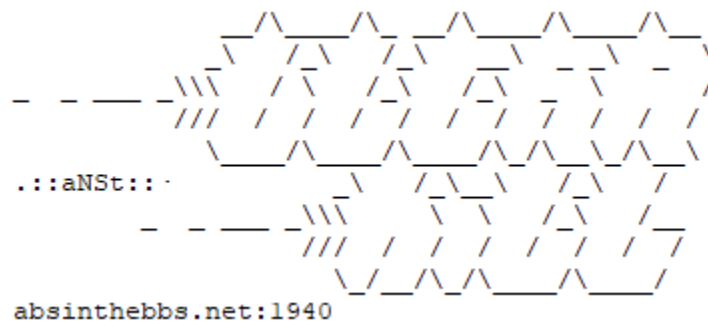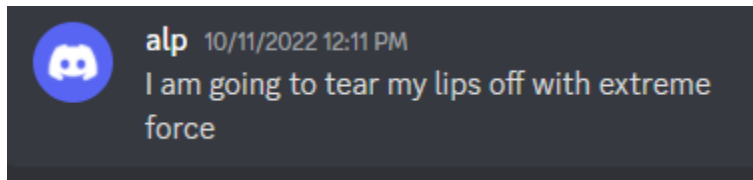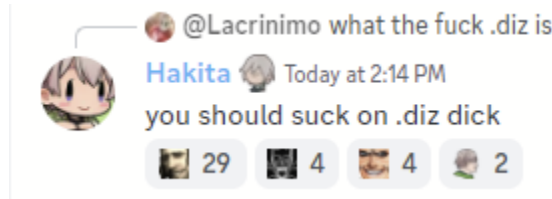
Thanks to devnode for the image version

It might be hard to read, but the ascii art reads "ULTRAKILL".

The ASCII art was made by "anst of impure ascii", who is also system operator of absinthebbs.
If you would like to visit, go ahead, but please do not spam the bbs with ultrakill related content.
"absinthebbs.net" was added on request of aNSt, and is not relevant to the ARG.

When questioned on what the ".diz" file extension meant, Hakita's answer was as follows:

@Lacrinimo what the fuck .diz is

Hakita Today at 2:14 PM
you should suck on .diz dick

📷 29 📷 4 📷 4 👤 2

alp 10/11/2022 12:11 PM
I am going to tear my lips off with extreme force
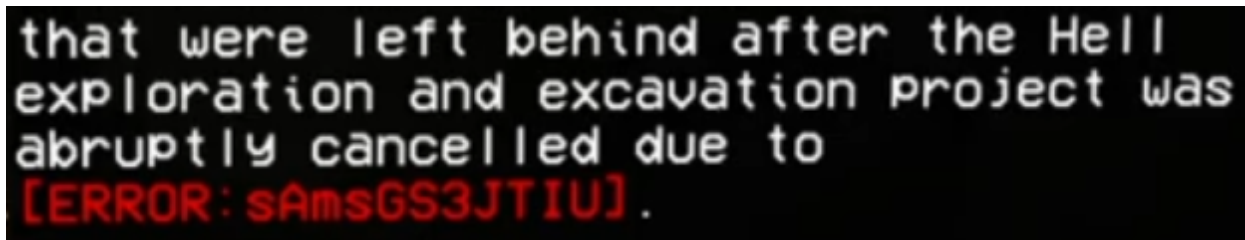
Alp's very important Contribution to the arg

- PART TWO ~ (March 16th 2023) -

(Click here for the wayback machine mirror of the now deleted 0x150 summary video)

This part was worked on by Victoria

With the release of the "wait of the world" update, the titular new level (P-2) contained a clue that sent players on the path to part 2 of the ARG.

I will keep spoilers to a minimum in this document, as the update is still fresh, but upon completing the level players are greeted with a terminal containing an in-universe document. Within said document, is an "error"


that were left behind after the Hell exploration and excavation project was abruptly cancelled due to [ERROR:sAmsGS3JTIU].

(the error in question, screenshot from queckquack's video)

Arg players quickly gathered in the newly established #solver-squad channel in the UKDS and found that the error in question was the back half of a youtube video URL;
https://www.youtube.com/watch?v=**sAmsGS3JTIU**
The video in question is an unlisted video on Hakita's youtube channel, consisting of a long sheet of what resembles dot matrix printer paper, covered in some kind of encoded text, and

overlaid with somber guitar music. After the sheet of paper ends, it is followed by a strange noise and the following message:
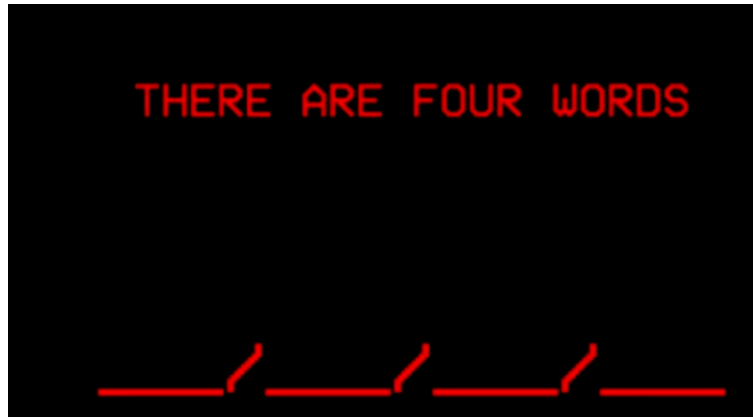
The background music in the video immediately piqued the interest of several ARG solvers, who collectively discovered both that the guitar chords spell out the word "CAGE", and that the bassline was a morse code message. The morse spells out a repeating message of "VeGcbhrU"

(a demonstration of the chords and morse in the song, courtesy of Woosp!#8310)

The morse code message in the bassline was found to be the end of a pastebin link (https://pastebin.com/**VeGcbhrU**) in the same way the error code was the end of a youtube link. This pastebin contained nothing but a google drive link to an audio file named "there was a noise.wav"

Putting aside the audio for now, the description contains a full transcript of the text in the video, including the "four words" message (which is much too lengthy to include here, if you want to see it open the youtube link) As well as a link to a file on google drive, which the description labels "RECOVERED FILE". Said file is an audio file named "there was another noise.wav". By renaming the file to a .zip and using winrar (other archiving programs do not like it for some

reason) it was found to be an archive containing an image file named "who are we.png", seen below.
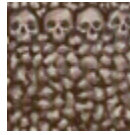
The image itself is something we'll come back to, but the solver squad quickly discovered that the image could be converted once more into a .zip, said .zip file being password protected and containing a single file; "-.wav"

Now here's where things get wild and I'm gonna have to explain a concept real quick.

"EXIF" is a form of metadata that most image files contain. It gives information on things such as when and where a photo was taken, and with what equipment. Metadata like this is how, for example, your phone can sort your pictures by location or date. "who are we.png" is no exception, but while most digitally created images would have no reason to contain real world coordinates in their metadata, our mystery PNG does. Very precise GPS info in fact.

| Exif Tag	Value
Exif.GPSInfo.GPSLongitude	90deg 11' 21,336"
Exif.GPSInfo.GPSLongitudeRef	West
Exif.GPSInfo.GPSLatitude	38deg 36' 45,053"
Exif.GPSInfo.GPSLatitudeRef	North

(image from discord user Square789#0486)

These coordinates lead us to a street in st.louis missouri, with a massive graffiti mural. The mural can be easily viewed with google street view, and there are many fascinating works of art on this mural, but one stood out because of it's egyptian theming, which could make it thematically related to something at the end of the new P-2 level (again, trying to stay low on spoilers :3)

"gods with amnesia", as written prominently to the left of the artwork, was discovered to be the password to the encrypted files in the .zip version of the file.

One might dismiss the audio file recovered from this process (the aforementioned "-.wav") as identical to the static at the end of the youtube video, but this is not the case. By lining up the audio from the video and the new .wav file in an audio editing program and comparing them through inverting one track's phase and matching their amplitudes (If I'm understanding it correctly, the process to do this is complicated) a hidden message can be revealed in the combined tracks' spectrogram
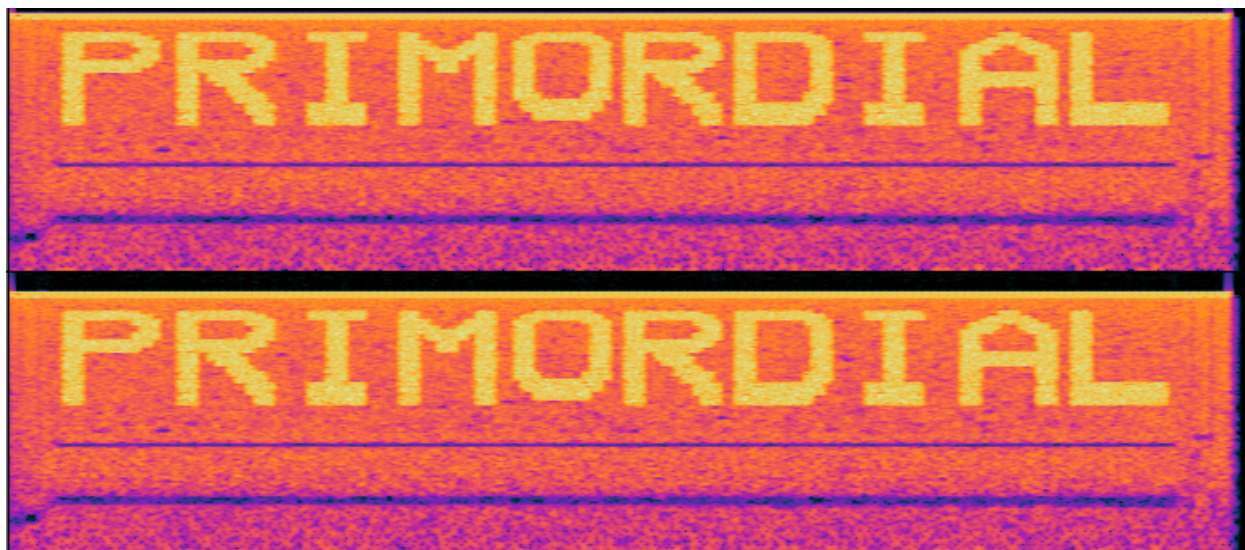
The same method can be used on "there was a noise.wav" and "there was another noise.wav", although instead of a spectrogram image, the result is [a mostly silent 26 second recording](#),

interrupted by a text to speech voice saying the word "TYRANT" twice, once at 0:21 and again at 0:25

Returning for a moment to the actual image "who are we.png" image, it in itself is an exact match for a texture used on many of the walls of the heresy layer in game.
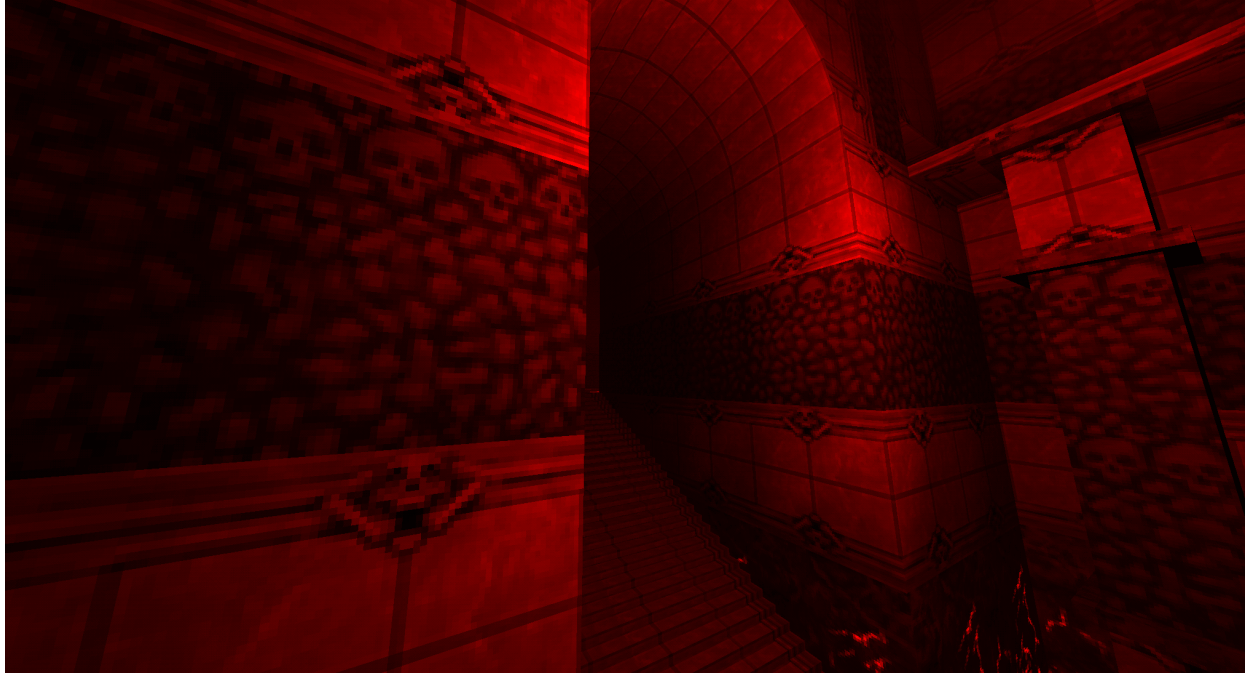

Particularly resourceful members of the solver squad were able to extract this texture from the game, and upon comparing the original texture to the image we found through the ARG, some notable differences were discovered.

(the two images, the left four skulls being the image from the ARG, and the right four being the original texture)

While to the naked eye the difference appears to merely be some strange coloration, perhaps the result of compression, extrapolating the differences between the images yields the following pattern:
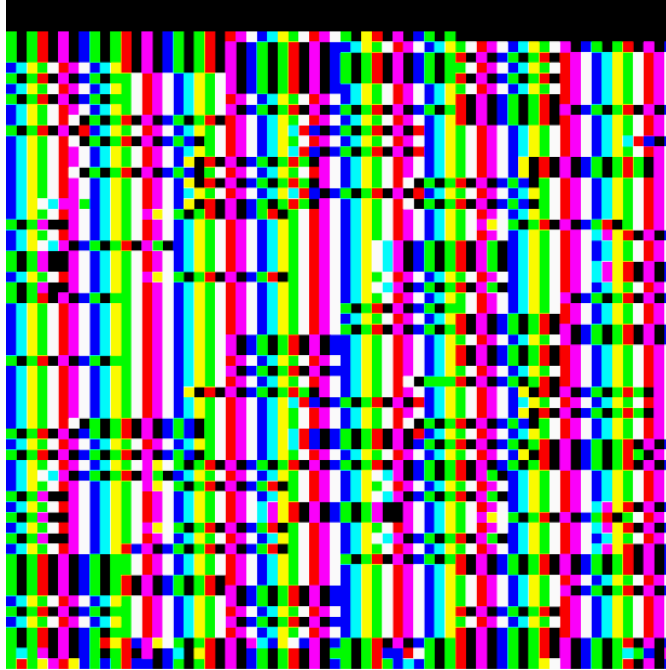
(the pattern as seen here has been brightened so as to be more visible by user wheet#1287)

Discerning what message was hidden in this image was a herculean task that the entire solver squad chat struggled with for a long time, until a user named Square789#0486 performed the most complex maneuver of the entire ARG.
Using a python script that he coded himself he interpreted each pixel in the image, ordered bottom to top, right to left, as 3 bits and aggregated them all in a list.

Decoding the aggregated bit list into separate bytes, we get a byte array that looks like a base64 encoded data blob. Decoding it, we get a bitmap:

If all of that was completely incomprehensible to you that's okay all you need to know is that a couple people did some fancy computer magic to the png and we have our second word: "ATAVISTIC"
(For those of you who DO understand python but are having a hard time with square's code, 0x150 cleaned it up a bit**)**

-THE SOLUTION-

Taking everything we know into account, we can put together the solution. The massive transcript indeed was an AES 128 bit encrypted data blob, and shoving in the four words we discovered (with minor alteration) indeed decoded it.

Using the slashes and blanks at the end of the video as a guide, the correct key in the end was discovered to be "ATAVISTIC/PRIMORDIAL/CAGED/TYRANT" and inputting this as the password results in a simple message of "CONGRATULATIONS" followed by the massive wall of text that was the missing piece to part 1's only remaining lead.

Earlier, upon solving part 1, we were met with the phrase "WALL 4, SHELF 5, VOLUME 5, FINAL PAGE". This was always theorized to be a hint towards the "library of babel", a website that uses an algorithm to create an infinite library containing every possible work of literature that can ever be written. The problem, until now, was that anything in the library of babel is sorted by **hexagon**, wall, shelf, volume, page; the hexagons being the library's theoretical "rooms" in which the "walls" upon which the "shelves" containing the "volumes" of "pages" reside. Without the the hex(agon) is the most important factor of a library of babel address, as it narrows it down the most.

However, the massive wall of text received from decrypting the video transcript turned out to be the hex we needed all along. Visiting the final page of the fifth volume on the fifth shelf on the fourth wall of the hex matching that text finally gives us the conclusion to the ARG: an ultrakill

lore terminal report that reads as follows:

```
ive figured it out. i know why the creatures are suddenly  and undetectably appe
aring inside our facilities. i know why spare parts and pieces of machines keep
disappearing. i know why the doors seem to malfunction and suddenly lock themsel
ves. its not a glitch in the system. its...


    hell is alive. it breathes. it thinks. the entire area is a massive intellig
ent superorganism and it is harsh and it is cruel. just by watching us it has le
arned how our systems and machines work. it has not only begun to deconstruct ou
r technology but also reassemble it in perverse ways, attaching parts to the cre
atures it tortures, making them into an aimless army of death and destruction. i
t warps them across itself to get them past our security. it locks our doors to
trap us with them.


    this is not an attack. this is not a defence. this is entertainment. this is
 an exhibition of death and cruelty and suffering for its own sake. it had grown
 tired of what it had and we unwillingly just offered ourselves up as new playth
ings.


    tom please for the love of god cancel this project immediately, we have to a
bandon everything and seal this place away. leave the machines and tools behind.
 evacuate as many as we can, before it is too late.


    i can only hope this encrypted message is received before the organism learn
s to read it and intercept it. whatever happens, we can not let this being find
a way out and spread to the surface. we ha




    a n o t h e r   d i e s .   b r i n g   m e   m o r e .   i   h u n g e r .
```

Now, this document is not for ultrakill lore speculation. So I will leave what this means up to you, the reader.
That said, now that everything is done I would like to thank everyone who contributed, especially my friends in the SSTV squad. And a huge thanks to MBR and Hakita for putting this ARG together, we all had a lot of fun solving it.

This document is intended as a concise and orderly description of events. For a longer but ramble-ier set of notes on things, check out [Wheet's companion document.](#)

-FREQUENTLY ASKED QUESTIONS:-

Question:
"Is the ARG over?"

Answer:
Yes. Hakita congratulated us on our victory with a gif of Salad clapping, and all the loose ends are tied up.

Hakita Today at 9:28 PM

WHY ARE YOU USING LIGHT MODE
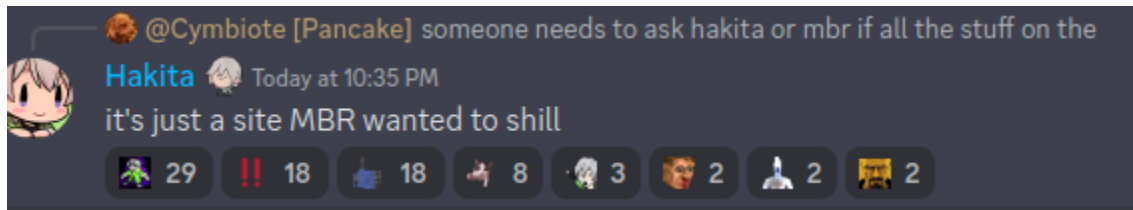
Question:
"What about the size 2 fish?"

Answer:
I have to see. I have to know.

Question:

"Does the absinthebbs.net:1940 link in the part 1 google drive actually mean anything?"

Answer:

While including a BBS link is suspicious, Hakita clearly states it's just a plug for a site MBR likes. Please do not ask questions regarding content on it, or bother the people running it. Absinthebbs.net has been running for well over 2 years according to archive.org. They have nothing to do with the ARG. Please be kind to them and leave them alone.

Question:
"What about the ultrachurch mp3?"

Answer:

Master Boot Record himself has reportedly stated that ultrachurch was a bonus song provided as a reward for solving part 1 of the ARG. It was added to the game as one of the songs in the cybergrind playlist in the cybergrind update 4 months later, but debuted as a bonus for solving the ARG

Credits

5buried0found - created the doc
ToastBucket - Formatting, Writing etc
Nion - Extra Help
0x150 - discovered a lot of the big stuff during the arg
Alp - tearing his lips off with extreme force
DevNode - extra corrections, polishing