
Agent Excel

Date: 4/August/2021

Myth: Ipiprix

> Profile

Name of Myth: Ipiprix

Image of profile:



Profile About: "Hello there! Welcome! I am Ipiprix, lead doctor at the Mental Assistance Department. There have been many attempts to create the ultimate cure for humanity, but they all fell short. However, new developments have led to something truly unique."

Groups: "Mental Assistance Department" "Anomaly Representative Program" "Anomaly Representative Program External Affairs" "Bureau of Myths" "Myths Documents" "Myths Sight" "Myths With Potential" "Mythsman: Myths Investigation Service" "Robloxian Myth Hunters" "The Myth Files"

Games: "Mental Assistance Department"

Presentation: Ipiprix has a very simple avatar consisting of dark grey skin with the "Kestrel black label blazer +" and "kestrel black label blazer -" acting as his shirt and pants. He also has the "The Investigator" hat as his hat.

> Games

Game Name: **"Mental Assistance Department"**
Description: "The Mental Assistance Department was founded by Ipiprix, Graves, and Bart as a way to pool their collective talents together to help save the human race from themselves. There have been many attempts to create the ultimate cure for humanity, but they all fell short. However, new developments have led to something truly unique.

Staff:
Dr. Ipiprix - Available
Dr. Bart - On Vacation
Dr. Graves - Unknown

-Disclaimer- If you come here looking for actual therapy you will be disappointed."

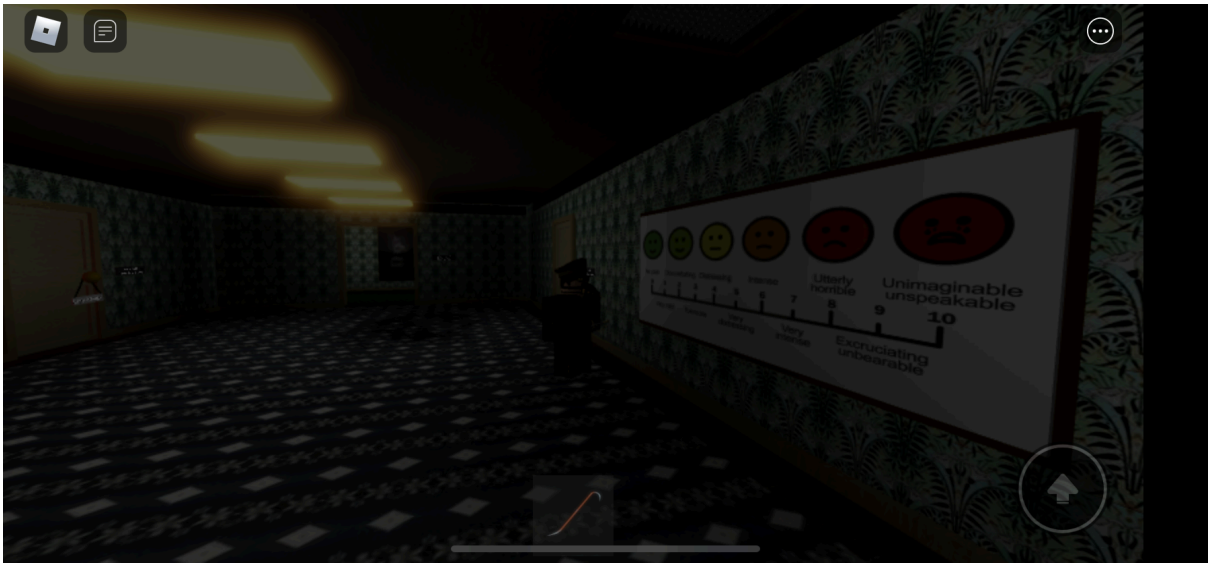
Creation Date: 6/27/2018
Update Date: 6/18/2021
Creator: Ipiprix
In-Game Badges: "Memory Cube" "A L L"
Findings/observations:


M.A.D.




Grumpy Helper
Leave
Alright kid, this is the home
[Question how to get past the first door]
[Ask about the strange glowing buttons]
[Beg for help in the ice area]
[Mention the big open area]




Utterly horrible
Unimaginable unspeakable
9
10
Excruciating unbearable

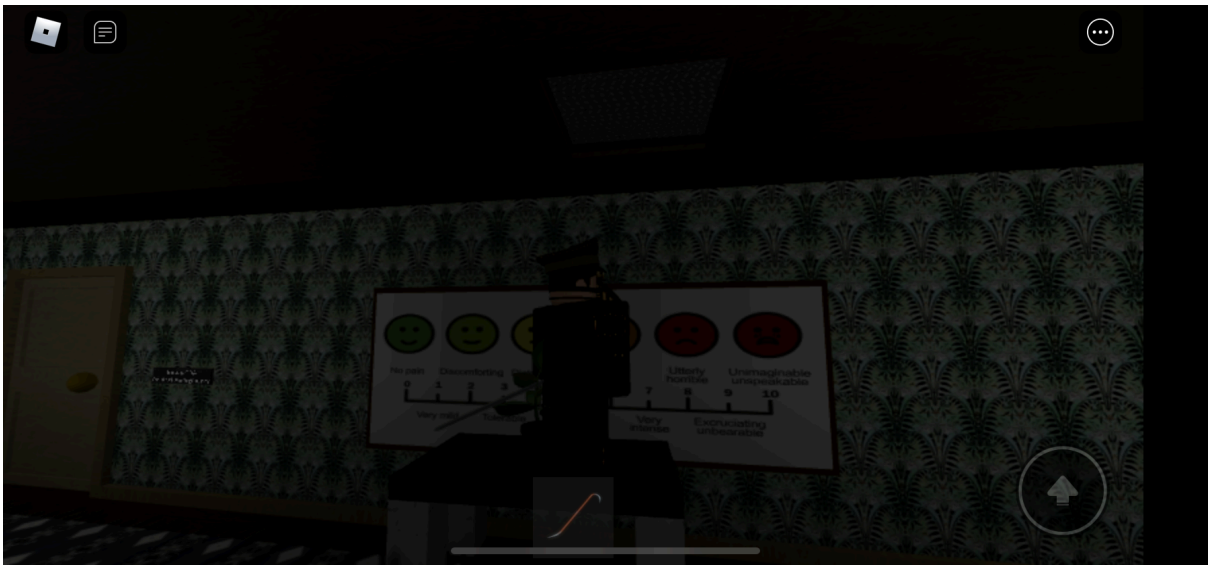

Our Happiest Patients!





-When I joined the game, I was greeted with music in the background, it appeared to be coming from inside the building. Before entering the building, I first wanted to go explore the outside area a bit. Not too far from the mental assistance department was a small
Shack that has a crowbar inside. I knew the crowbar would come in handy later so I took it and continued on. I couldn't really find much else in the outside area so I went into the department itself. The first thing that grabbed my attention was the front seat where I could exchange dialogue with the "Grumpy helper". The grumpy helper wasn't of much help so I continued looking through the building. In Front of the front desk was a waiting area with chairs and a table. On the table were some books I found. I couldn't really interact with the books but I thought they were interesting nonetheless. In the wide hall with the room doors I found two large boards on the walls. One of the boards was a pain level index that went from low to high. The next board was a bit more interesting. It had a list of patients on it. There were many people I couldn't recognise but I did manage to recognise True_Faces. Right next to the patient's board was the operating room. It was locked but there were red lights

coming from the room which made me think there was a key that could get me inside. In the final section of the building was another waiting room and Ipiprix's office. Inside the office I found a certificate from the college of Georgia that was for Ipiprix. I couldn't see much else that was important in the room other than the radio the music was coming from and some nice looking paintings on the walls.









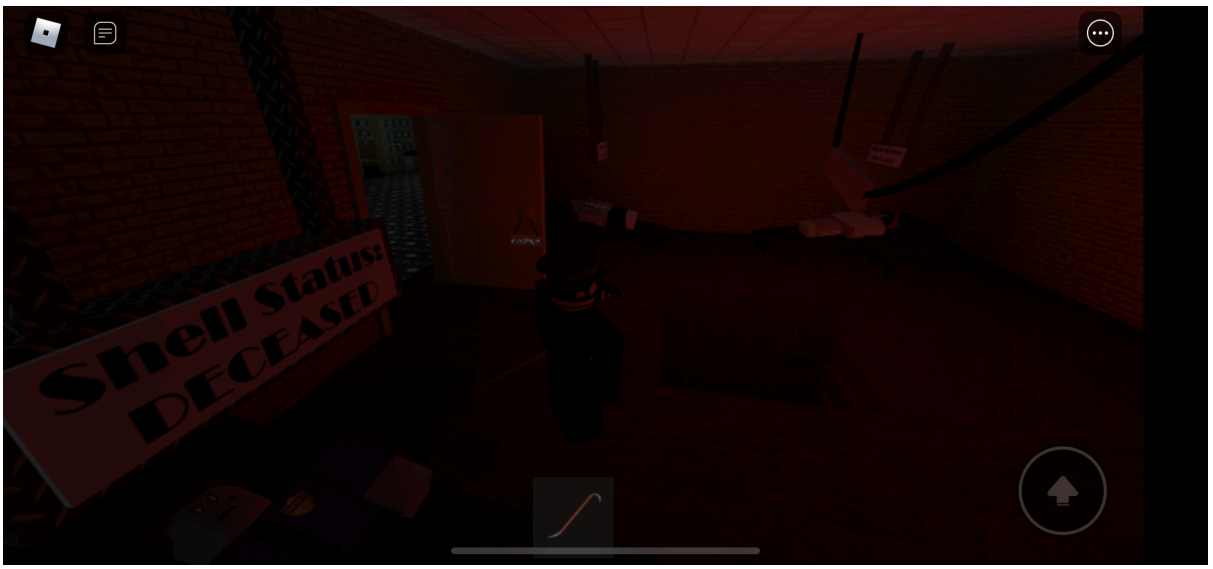










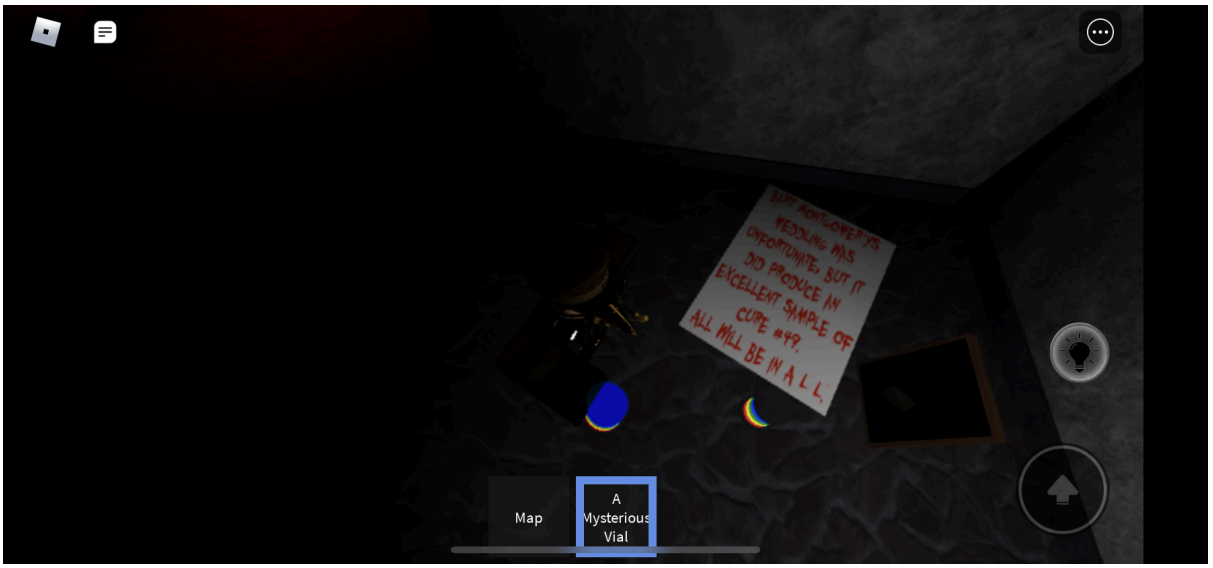


-I struggled a bit to find what the next step was until I noticed a vent above the pain index board. I tried jumping into the vent but it was just out of reach. I was a bit frustrated that I couldn't get up there, however while I was moving around the building a bumped into one of the tables and it moved. I then knew immediately what to do and moved the table under the vent and then went through. The vent led me to the room behind the locked door. Inside I first saw the absurd amount of papers lying around the room. There was also another board however this one was a bit more sinister. There were many photos of people on the board with text in the background saying **"I KNOW WHAT YOU DID TO THEM"**. Right next to the board in the drawer of the table I saw a small photo. It shows some people around what I think is the Eye Of Immortius but I could be wrong. On the same table was a key that was for one of the rooms outside. The key wasn't able to let me out of the room but I thankfully found another key that was for the room I am in. After leaving the room I went to the room that needed the key I had and opened it. The room appeared to be a janitorial closet where I found some boxes and another key in the bucket. The key was for the third room which I went to open. The room was a bloody mess, there was

blood from the desk that led to the door. It's almost like it was a murder. There was also a note on the floor that read "Cure 49 was a success. I recommend it be continued". I found another key in the same room but when I tried using it to open the operating room it didn't work. It was for a vault. I tried looking for a vault but I could not find one, but then I remembered the crowbar I had must have a use now in some way. I tried looking for anywhere to use it until I went back to Ipiprix's office. There I used it to destroy the drawer the certificate was in. There was the vault which I opened. What was inside was the rotting body of doctor Bart_Montgomery next to an Australian flag. Next to him was a key, the final key that would open the operating room. Inside the operating room were many deceased people on the operation beds. There was a ladder that led to a hole in the middle of the room. When I went into the hole, I was teleported to the next game.

<u>1st teleport:</u>





-The next game was a maze where I had a map and a flashlight due to my previous explorations with the Mental Assistance Department. The map wasn't of much help

so I chose one of the three ways I could go through the maze. I chose the left path and began walking. After some walking I started to hear some strange sounds coming from the walls, I brushed it off and began to move on. Finally I reached a dead end where I found a piece of paper and a colorful vial. The paper read **"BART MONTGOMERY'S MEDDLING WAS UNFORTUNATE BUT IT DID PRODUCE AN EXCELLENT SAMPLE OF CURE 49. ALL WILL BE IN A L L."**. When I drank the rainbow vial my character seemed to pass out and then I was transported to another game.

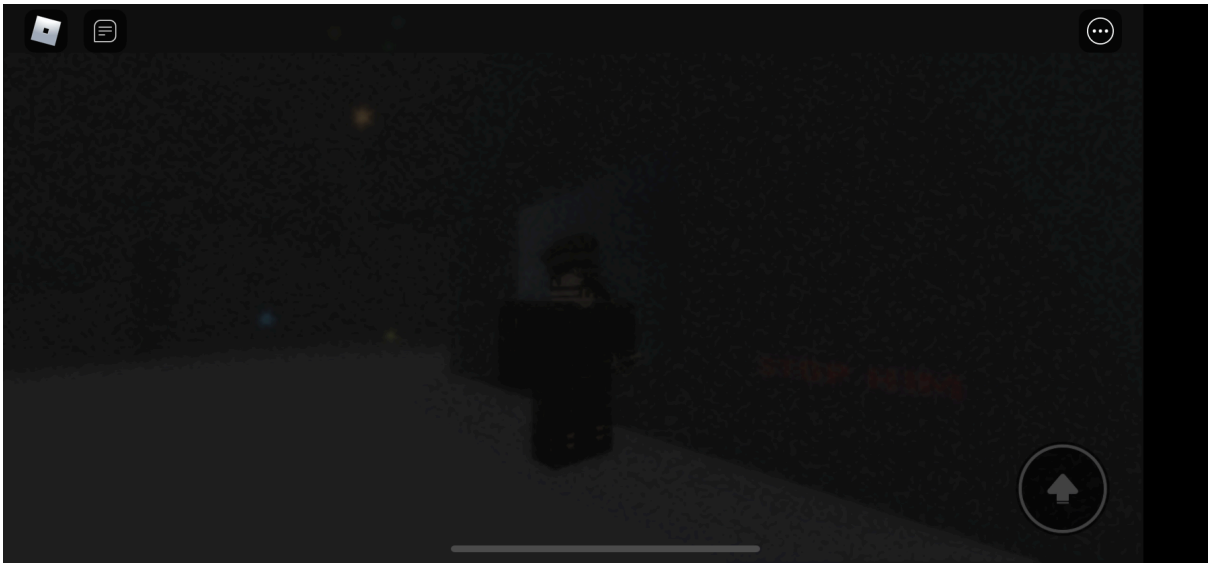
2nd teleport:



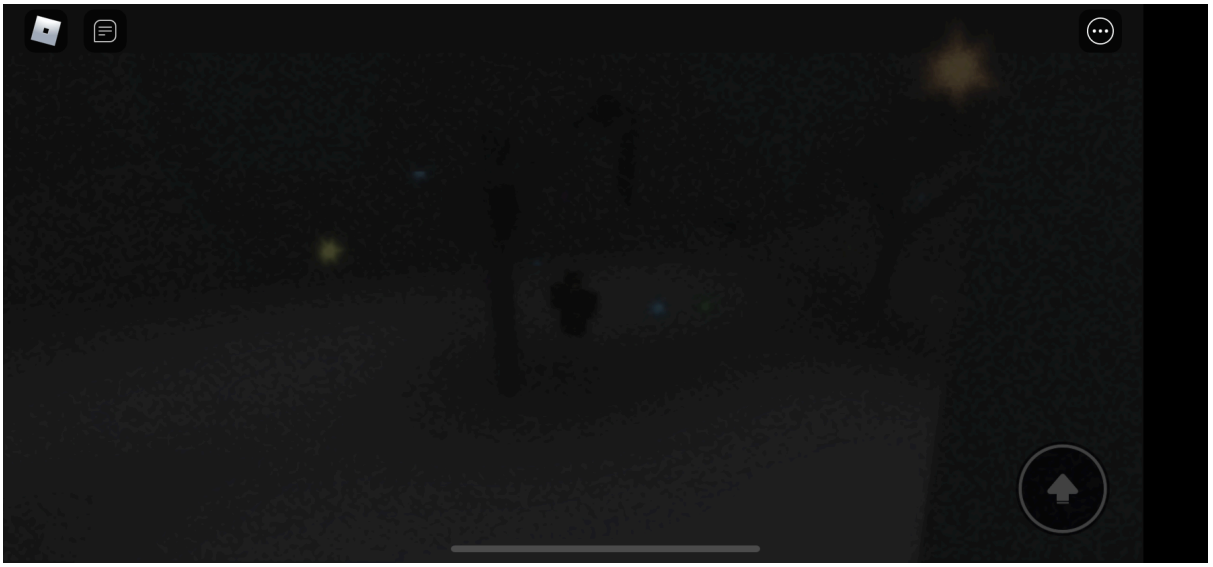










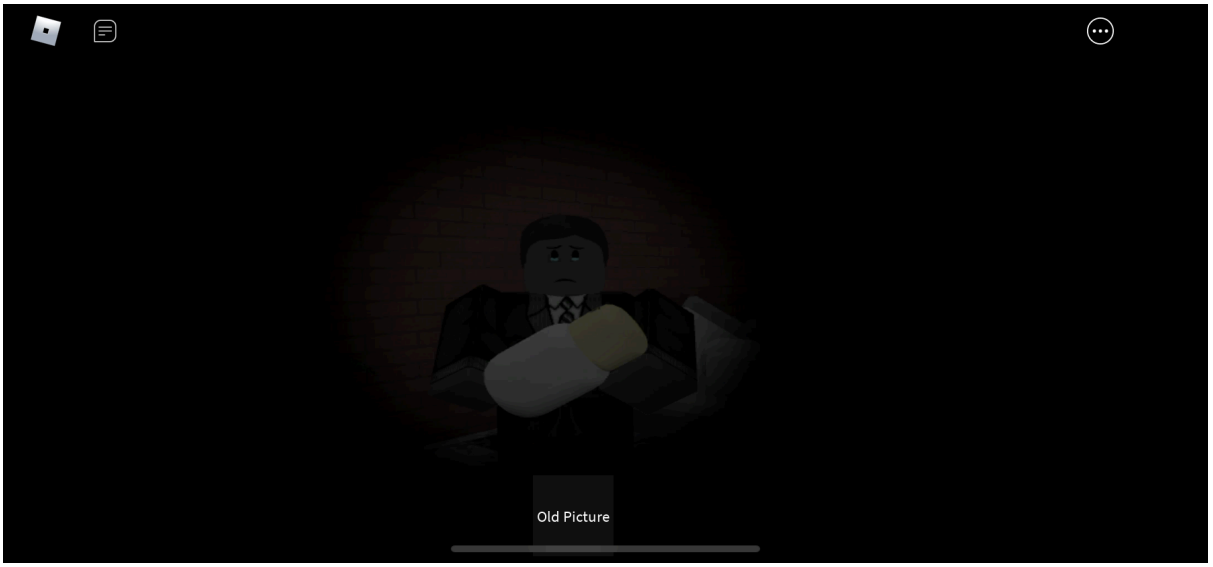


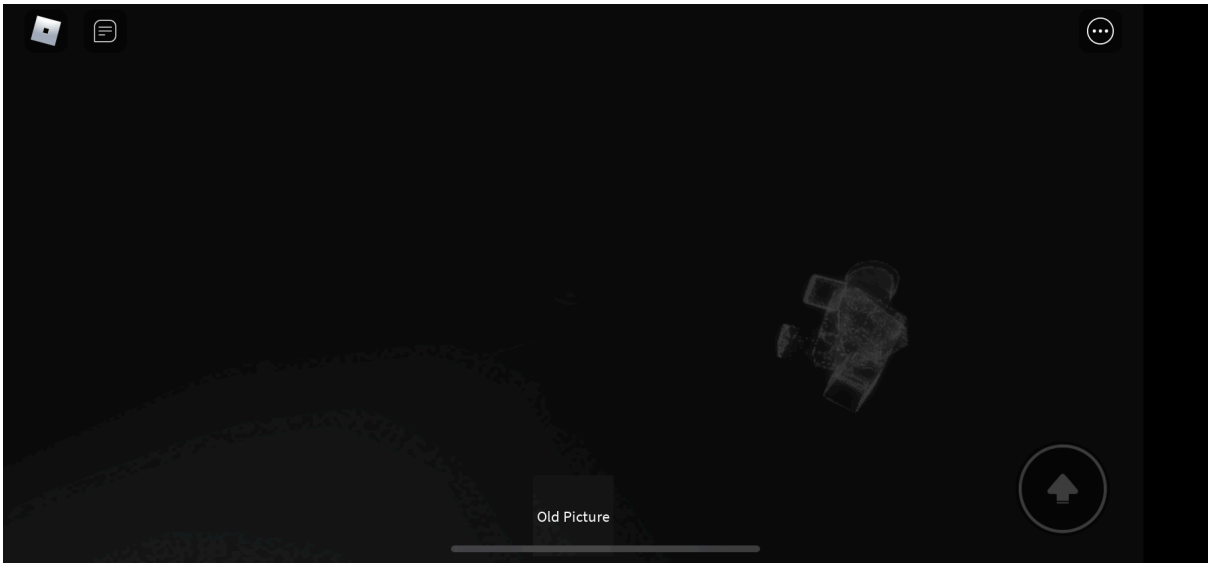


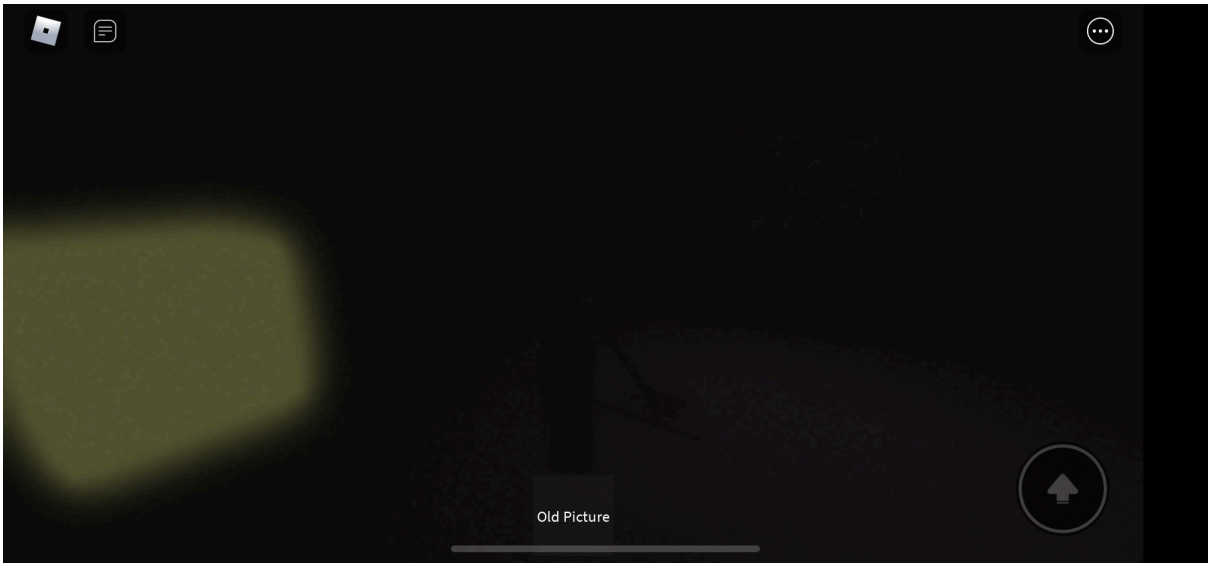


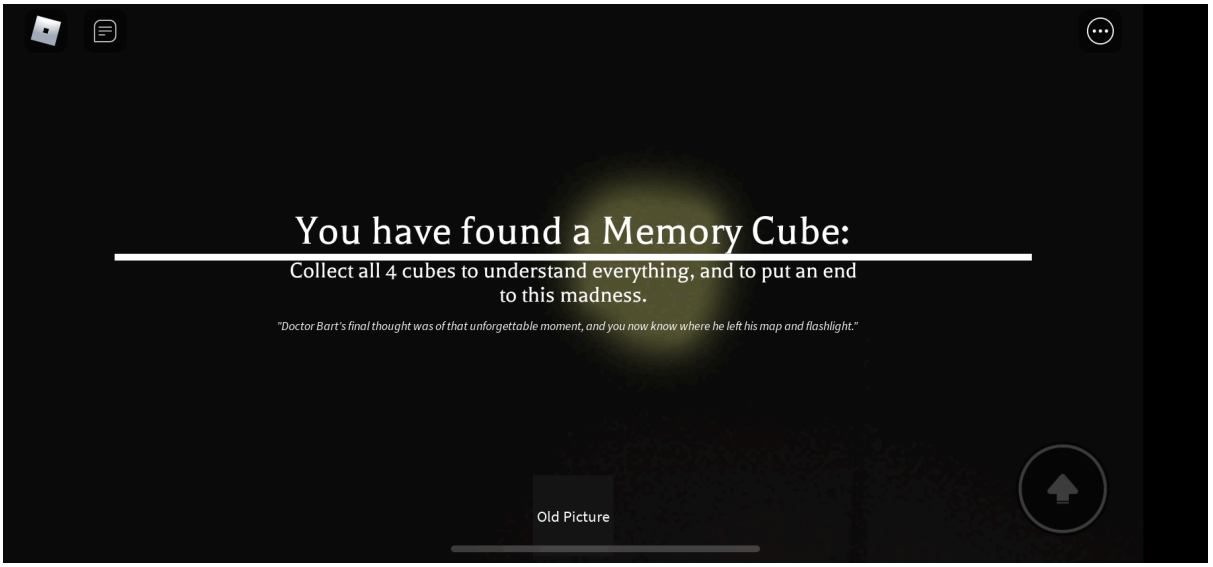
-The game I was teleported to was Bart_Montgomery's but I will still include it since it is technically a part of Ipiprix's game. The first thing I noticed was the blurry atmosphere and distant cries from infants. I decided to head towards the fries, when I did, I found a painting which I then clicked. The painting disappeared so I moved on. I later found many pillars with the first one having a path. After that I knew that collecting more paintings would make more pathways until it reaches the final pillar. I continued moving until I heard the second cry which I then went towards. The cries came from a large building which had the painting inside. I grabbed it and continued on. The next painting I found was in a smaller house a bit further away from the previous building. The next one I found was in a tree next to the houses, but when I tried to find the painting after that one I noticed some writings on the back of the house. It said "STOP HIM". The painting after that was next to the pillars that get paths going up them when I find more paintings. The last painting was in a tree not too far from the pillars. I grabbed it and headed back to the pillars. While I was moving up the pillars I found more writing that said "THE EYES ARE NOT THE

ANSWER". At the last pillar was a photo that when I clicked took me to another place but it wasn't another game.









-Before being transported to the place a photo of Bart_Montgomery was shown. Bart had tears running down his eyes while he carried an infant. I am assuming that the baby is his daughter. The place I was taken to was a large grey hallway with a ghostly figure crying. I handed the old picture I got from the last pillar to the ghostly figure where he thanked me. After I walked down the hallway I saw a yellow cube. When touching the cube the player will receive a badge. The cube was one of four memory cubes that belong to the M.A.D. I've decided to end the document here since the story of M.A.D is simply too large to include in one document.

> Theories

>Talking about Ipiprix is hard without mentioning M.A.D. Ipiprix, being corrupted by the influence of mind walkers, made cure 49 in which Bart did not agree with. Ipiprix's ideals were the most important thing to him so he could not let Bart get in his way. He then killed Bart and covered it up as him being on vacation to Australia. In Bart's game, I theorise that the player collects many photos which finally lead to the final photo of Bart's daughter. The player then gives the ghostly figure, who I am assuming is Bart, the photo.

> Conclusion/Final comments

>I almost didn't make this hunt due to me slightly overworking myself with the previous hunts. Nonetheless, it was still a good hunt that I was satisfied with. I'd say it ranks higher than the Connor hunt but lower than Amelia.