

This Assignment was made by Agent Vois and Agent Wiz

LightToy

JOIN DATE: 7/13/2016

STATUS: "Happy"

ABOUT: "If I had a penny for any time I woke up. I have no idea how much I would have."



APPEARANCE:

Creations

GAME: My Sweet Child

CREATED: 12/5/2019

DESCRIPTION: "Forget everything you know, leave everything behind... Stay with me..."

OBSERVATIONS:

I load into a long hallway. There are columns lining the walls and the ceiling appears to be eroded. It looks as if the hallway was dug into the side of a



mountain. I turn around and I find a home that is semi-buried into the walls. I try to go inside, but it's locked. As I edge closer to the end of the hallway, I find what seems to be a portal. White particles fill the air. I walk up to the portal and I am teleported to **Disorder**.

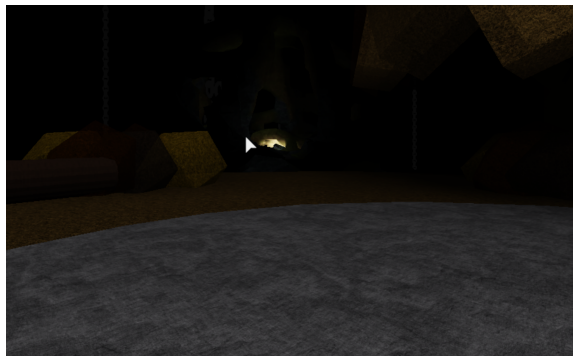
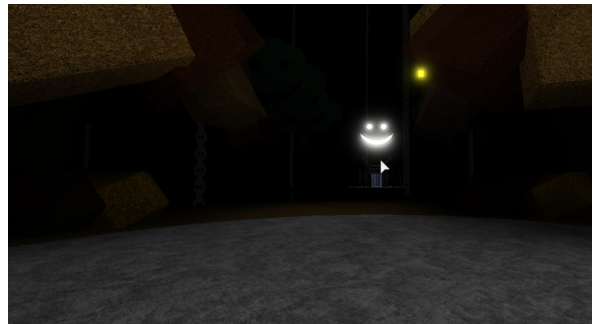
GAME: Disorder

CREATED: 12/5/2019

DESCRIPTION: "1,2,3...4?"

OBSERVATIONS:

When I spawned into this game, I found myself at the center of four different pathways. One was stone, with some patches of grass. In the middle there was a glowing white flower. This teleported you to **One Time**. The next one had a huge



glowing smile over the teleporter. The pathway to the portal was colorful. This would teleport you to **Happyfield**. The only other portal that was reachable was an arch with a gold sun on the floor. It would teleport you to **A Place Unknown**. The last pathway seemed to be broken and you could not reach the last teleport. It had a pair of three glowing dots.

GAME: HappyField

CREATED: 8/11/2019

DESCRIPTION: "Welcome"

OBSERVATIONS:

When you first set foot in HappyField, something seems off. The trees are pitch black, everyone is faceless, and everything seems to be perpendicular to each other. Like if each side is a mirror image. Inside each house, there are the same objects. Everything seems perfect! Even the people say that everything is perfect. The few things that set me off was that everything seemed too perfect. And on one side, they said their town's name was Happytown while on the other side they said the town's name was ColourVille. Behind one of the gates, there was a teleport to **Angeltown**.



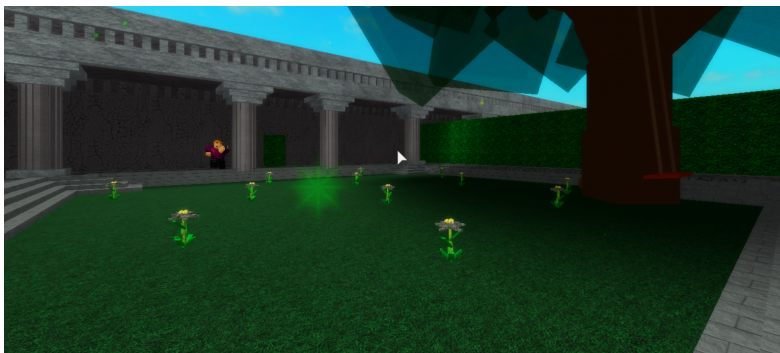
GAME: One Time

CREATED: 12/5/2019

DESCRIPTION: "My child?"

OBSERVATIONS:

I loaded into what seems to be a small backyard, surrounded by a hedge. There were stone steps lining the grass. Within the steps, there were white flowers and a tall tree. Hanging from the tree was a swing, and a banjo was leaning against the bottom of the tree. Towards the back, there was a one story stone building with a door made of leaves. It seems you need a code to enter.



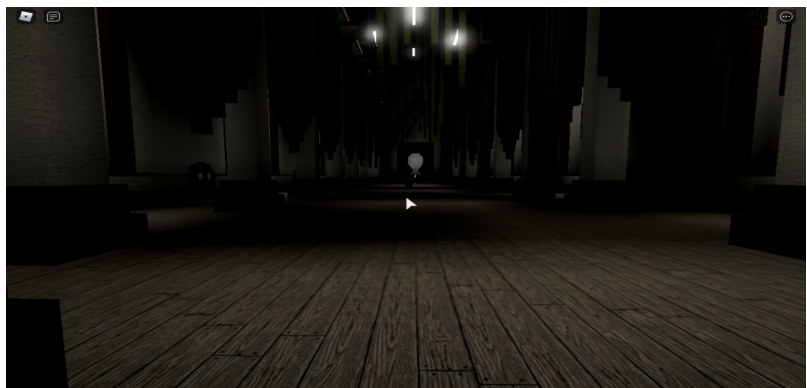
GAME: A Place Unknown

CREATED: 10/20/2019

DESCRIPTION: "Once there was a boy"

OBSERVATIONS:

In the game **A Place Unknown**, it seems to be in someone's mind. As you first spawn, you are faced with a railroad looking path. If you keep following it you see a large statue. If you continue following it you see a long hallway that is lit up by torches that you can not see. Once you leave that hallway you see a small passageway. The small passageway is on top of a pedestal that looks similar to the pedestal in the game **Her**. If you keep walking, you are led to a large blue room filled with smiles and words. It seems as though the smiles are trying to communicate with the person walking. It's almost as if the person is talking inside of their head. Once you reach the end of the hallway you are led into an office with several hallways. Each hallway has several rooms. At the end of one there is a small church. At the end of the other there is another large hallway that leads to a large door. The door does not open.



GAME: AngelTown

CREATED: 7/3/2016

DESCRIPTION: "When the lights come down, got an empty crown."

OBSERVATIONS:

When you first join AngelTown, you see large mountains and luscious greens. But when you dig deeper there is an eerie feel. There are three journals scattered around the map. Each digs into the backstory of AngelTown. The town is deserted and there are no current inhabitants. Behind the place you sawn is a

teleport to the game **Night**. If you continue on there are multiple abandoned houses and even a secret fountain. If you keep going there is a small bridge surrounded by a little river. Beyond that are more abandoned houses and a church.



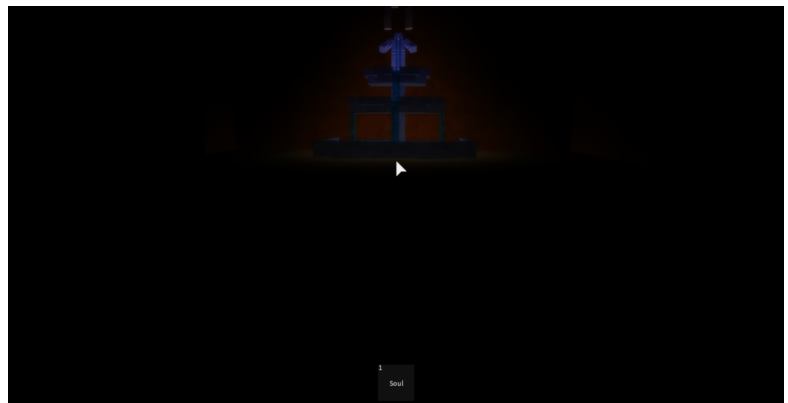
GAME: Night

CREATED: 6/24/2019

DESCRIPTION: "The present is ambiguous and the past is good at trapping us."

OBSERVATIONS:

To get to the game **Night**, you need to walk behind you automatically after you spawn in **AngelTown**. The game is almost the same as **AngelTown**, but you soon discover that the strange gas that you are equipped with in **AngelTown**, is a soul. As you walk around, ghostly figures appear near each one of the abandoned houses and each of the diary entries change. You figure out that he found someone he once knew at an orphanage here and that they adopted a child. The person describes the child as doll-like. When you talk to each of the ghostly figures here, they each seem to only be in the darkness because they are hiding from "Him." If you then walk behind the waterfall, you see a flower lit up. If you touch it, you are teleported to the game **Her**.



GAME: Her.

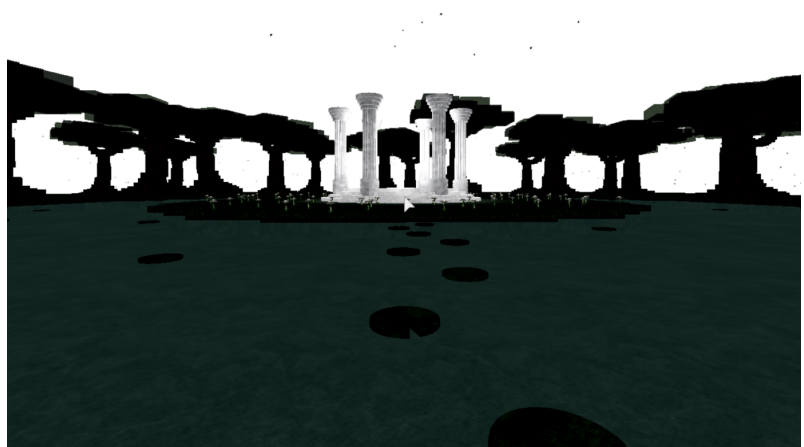
CREATED: 7/23/2019

DESCRIPTION: "Her"

OBSERVATIONS:

Once you are teleported here by the flower, you see a circular shaped map that is filled with trees and a large pond with lily pads. Once you pass the pond, there is a large circular marble pedestal with pillars. The pedestal is similar to the pedestal in the game **A Place**

Unknown. Sitting on one of the marble steps, is a light ghostly figure. They state that we are one of the lucky few who can discover this place. Which leads me to believe that not many people have been there.



Theory

Our theory is simple yet convincing. All the games you see here are all a figment of LightToy's imagination. LightToy is plunged into grief after he figures out that the kid that him and his lover adopted passed away. He even went mad because he could not handle the grief. It is seen in all his games with each of the flowers that are there. In the game **Her**, the light figure represents heaven. The game **Night** represents Hell. Each of the figures shown in **Night** are all figures of the man's imagination. They even say that they are afraid of him so they can't show themselves. The reason **AngelTown** is deserted is because no one lived there in the first place. It was all in his head. This is very evident in the game **A Place Unknown** because he is talking to the walker in his mind. In total, LostToy went crazy because of the loss of his son.