
Episode 474 – Murder clowns it is

It was a nice apartment, well-lit, spacious and well furnished. A pair of nice, plush leather couches set the scene, arranged in a neat L-shape, with a small coffee table between them. What dominated the room, however, was the massive flat-screen against one wall, so big as to loom over all else around it. By comparison, the broad windows with views out over a strangely futuristic metropolis and the other doorways leading away to gods alone knew where seemed like afterthoughts.

“All I will say in conclusion is that little girl with flowers will haunt me until the end of all tine,” Rick commented as he entered the apartment with Rebecca.

“How long has it been?” She asked.

“Too long,” he shook his head. “And yet, she still finds new ways to hurt me.”

“What's Rick on about?” Dan asked as he and Tsuneo followed them in.

“Best not to ask,” Tsuneo sighed.

“Because it's something deeply personal to him that he might not feel comfortable discussing with others?”

“No, because it might lead to one of his presentations,” Tsuneo finished. “And the last thing we want is that.”

“Good point,” Dan nodded. “I mean, we're already doing another Ready Player One fic. I don't want to make it any worse.”

“There is that,” Rebecca agreed. “And while I can gladly say that Lozer is by far and away the least odious Ready Player One OC we've had so far-"

“In fact, I'd go so far as to say he's one of the most enjoyable we've ever had,” Rick offered.

“-a point that I will agree with, we still must address the fact that this is Ready Player One fic and that as such, it is carrying a lot of baggage with it in its inherent world setting and the people who dwell in it,” Rebecca finished.

“Ready Player Two is a lot of baggage,” Dan noted.

“It is the elephant in the room,” Tsuneo agreed. “A very small, poorly ventilated room at that. However, given that this is another Ready Player One fic, I think that we need to again calibrate our tastes to get into the feel of the fic and establish common ground.”

“Way ahead of you, buddy,” Dan cut in.

“I'm sorry, what?” Tsuneo blinked.

“So we were talking about this, and figured that we'd do one of those sooner or later,” he continued. “And that regardless of what we were asking about, the answers would still follow a pattern.”

“What do you mean?” Tsuneo asked.

“Well, Rebecca's answers would all be incredibly pretentious,” Dan explained. “Mine would stretch the definition of the eighties, and Rick's would be a bunch of random non-sequiturs. Yours would be the only ones close to on-topic.”

“Well, this is true.”

“So to get ahead of things, we covered ours already,” Dan finished. “So anyway, A Night at the Opera, Alien, Grace Jones, Battlestar Galactica and Bruce Lee.”

Rebecca nodded. “And while I'm at it, Kin-Dza-Dza!, the Kodak digital camera prototype, WordPerfect, the Dark Side of the Sun and the Lamborghini LM002“

“My turn,” Rick spoke up. “I'd have to say Eagle with Scream, European Gobots, Australia II, the Multi-Function Polis and unused Genesis Climber MOSPEADA concept art.”

“Well,” Tsuneo shrugged. “I guess all I can add is Return of the Jedi, Armoured Trooper Votoms, Ferrari Testarossa, Push Pops and the Magic 8 Ball.”

“And there you go,” Dan nodded. “Our tastes are suitably calibrated.”

“I think we've learned a lot from this,” Rebecca suggested.

“Good morning everyone,” the Voice crashed into the conversation.

“And good morning to you, Zosmu,” Rick replied.

“You're still bothered about the little girl with flowers, aren't you?” Rebecca asked.

“She terrifies me beyond human comprehension,” he simply nodded.

Tsuneo sighed. “So Voice, I can only assume that we're going to be starting, or even restarting the amazing saga of Lozer today.”

“That is correct,” the Voice confirmed. “Today we will be covering the first three chapters of ‘The New Adventures of the High Five’, which is the second fic in the Lozer saga.”

“I can't believe you said Lozer saga with a straight face,” Dan replied.

“We can't even see his face,” Rick noted. “So you never know.”

“Okay then, Voice, what happens in this one?” Rebecca asked.

“Well, Lozer and the High Five play games to try and stop Modred,” the Voice explained.

“And how is this different from the previous fic?”

“They... have different titles,” the Voice offered, somewhat hesitantly.

“I thought that would be the answer,” Rebecca admitted.

“So do you think it's fair to say that this one will be as stupid as the last one was?” Rick asked.

“It's a fic about a man called Lozer who looks like Blanka in a motorcycle helmet and who's only goal in life was to get the Mystery Machine,” Tsuneo explained. “Really, how much stupider can it get?”

“Good point,” Rick nodded.

“I suppose if nothing else, this means it will be relatively painless,” Tsuneo considered as he took his place on the couch. “Although, sadly, these fics have definitely surprised us in past.”

“Look at the upside,” Rebecca offered as she and the others joined him. “So he hasn't stopped to list all his Halo guns.”

“You know what?” Tsuneo asked as the big screen turned on, converting the world over to script format. “If nothing else, I will take that.”

> The new adventures of the High Five by sparkyraider357

Tsuneo: Meet the new fic, same as the old fic.

> Chapter 1: Level one: "The burning road
> "The Oasis, a cybernetic utopia that is known for having almost every kind of pop culture

Rick: Almost every? So could I find a copy of Rollergator there?

> was a place for everyone to join in and play with anyone they want.

Rebecca: As long as they rejected innovation and instead focused on living in an idealised version of a shut-in’s eighties childhood

> It was a home to all fans around the entire planet

Rick: Standing, desk, industrial... all fans.

> to meet others as well play amazing games with them,

Tsuneo: You could use cutting edge VR tech to play decades old games. Progress!

> it was like a giant haven for geeks and gamers alike.

Rebecca: But only them due to the ferocious gatekeeping

> It was all good, until the day that

Tsuneo: -the Fire Nation attacked.

> James Halliday, the creator of the game passed away.

Rebecca: And so they shot his body into the sun.
Tsuneo: In the game, right?
Rebecca: Yeah, no.

> It was a sad day for all of us,

Rick: Really?
Dan: No.

> but he did left us something when he left,

Tsuneo: A substantial intellectual property suit.

> a competition for the greatest prize of all time.

Dan: A five dollar off coupon for Wendy’s.

> The Easter egg hunt, the goal was to find three keys across the
> Oasis and to unlock three gates.

Dan: The winner was the guy with the best lockpicking skill.

> Upon the final key, they would obtain the control of the entire game

Rebecca: And so the fate of the world’s most important communication and infrastructure asset would

be put into the hands of whoever was the best at Ducktales trivia.

> along with a whole bunch of money

Dan: You know, just a few billion dollars here and there.

> to set anyone on easy street for life. Though it was really difficult,

Tsuneo: I refuse to believe that the first key wasn't accidentally found by some troll years ago.

> the competitors who wanted win was a corporation called IOI,

Rick: A division of Obviously Evil Enterprises

> they wanted to make everyone pay for it

Rebecca: Which does kind of make you wonder how they supported the Oasis' staggering operational costs otherwise

> as well control it due to it being popular across the entire world,

Tsuneo: And by popular, we mean the basis of modern civilization.

> though I wasn't going to let them take it over. My name is Wade Watts, but my avatar name is

Rick: -sexySonic69.

> Parzival, meaning the knight that found the holy grail,

Dan: Only to be eaten by the Black Beast of Aaagh

> so me along with my friends the High Five.

Tsuneo: 'Friends' is too strong a word for Daito and Sho.

> Were able to beat them and win the challenge,

Rick: Thanks to the Bomb of Ultimate Cheesiness and the Spare Quarter of Oh No You Didn't.

> though that didn't mean it was all good happy endings.

Rebecca: I mean, Ready Player Two exists

> Sorrento, the guy
> who ran the company used a powerful bomb that destroyed everyone especially his own men in a
> effort for no one to win the challenge.

Dan: [Parzival] So what should have been a race to respawn instead went to me because I cheated.

> Although it didn't stop me, it did however awoken a dark secret in the depths of planet Doom,

Tsuneo: It turned on noclip.

> a powerful and dangerous AI boss that was named the Ultimate.

Rebecca: He was still in alpha, they were working on getting him an actual name.

> The only way he was to be free if he was given the lives of thousands of gunters

Dan: It's a computer program, not a magic spell. You don't need to put ridiculous conditions and

release clauses on it.
Rebecca: I see you've never tried programming.

> along that were good and evil,

Rick: How does the Oasis measure morality anyway?

> in which his chains would be removed and he would be able to return to the
> Oasis and reclaim his powers.

Tsuneo: So who's idea was it to hide digital chtulu in the OASIS?
Rebecca: Is it too early to blame Akira from Programming?

> Luckily he was able to spread his powers to some bosses

Tsuneo: 'Luckily' he said.

> which we now have to take them down,

Rebecca: Even if we look past the 'you control the game' aspect, why can't they just post a public quest or something and get all the other players in on it?

> now me along with my friends, as well a newcomer named Lozer

Dan: Just to reiterate, our OC is named 'Lozer'. It really says all you need to know.

> who has a hobby of fighting boss battles

Rick: Unlike everyone else in the OASIS who never fights bosses ever.

> will now have to find these artifacts of Ultimate and stop him from becoming all powerful.

Dan: But he can still be taken out with a falling damage exploit.

> So I guess it's game on again, for the fate of the Oasis."

Rebecca: [Pazival] Ugh, I'm going to have to play video games. It's such a drag.

> Right on a race track, in the middle of the racing track was a custom DeLorean as it was Parzival

Tsuneo: Because apparently nobody else in the OASIS had a Back to the Future car.

> racing against some other racers to unlock a new item.

Rick: A frost-free fridge [ding]

> A rocket pack booster for his engines

Dan: Wait, Parzival didn't just buy one of those?
Rebecca: Nah, he thought it would be unfair to other players to use his wealth and position to get ahead in the game.

[They both crack up laughing]

> as he was racing against a motorcycle rider and a Halo warthog jeep.

Rick: I can only assume that the Warthog was running over other players in Blood Gulch.

> He was getting bumped left to right
> as he was getting a call. He sighs as he answers the call as he looks at who it was.

Rebecca: [Parzival] Ugh, having friends is such a drag.

> Parzival: "What's going up?"

Rebecca: Not his Crypto investments, for starters

> "Hey Z!"

> Shouted a familiar voice as it was none other than his best friend Aech,

Tsuneo: Despite being a cyborg orc and a woman, Aech is somehow still his ‘black best buddy’.

> he could tell how excited he sounded

Rick: Aech hasn’t been this excited since he found Halliday’s collection of Snork erotica.

> as the white haired driver kept focused on the race.

Tsuneo: [Parzival] Little busy re-enacting the start of the movie here.

> Aech: "Hope I didn't disrupt your small race,

Rebecca: It’s apparently only three people. They can wait.

> but I think we got a lead on where we can find the next artifact."

Dan: Or you could ask Ogden, who apparently knows everything about it.
Rick: Yeah, for all the expositing he did last time, you’d think he could tell them something useful.

> Parzival: "The one that Ultimate is after?"

Tsuneo: I can only assume that at this point the OASIS is something like fifty percent artefacts by volume

> He asked as he did a hard turn making the jeep goes off course as he was trying to catch up to get
> in lead place.

Dan: Is that how you win races? I never knew.

> Right now who was in lead place was Ecto one from the Ghostbusters

Rick: I’m going to mess with everyone and say that it’s the 2016 version
Rebecca: That’s going to cause no end of nerd rage.

> as it was heading towards the finish line fast.

> Aech: "Very same, Lozer confirmed it when he was looking up the bosses he was going after. Half
> of them are guys you might know and some you might not."

Dan: Also, when did the fic switch over to script format?
Rebecca: When the TV switched on.

> Parzival: "Well who's the boss we got to fight then?"

Tsuneo: [Aech] Wallace Crawfield. He’s a customer service manager at a local Walmart – Oh, you mean the game boss.

> Aech: "Sweet tooth, from Twisted metal."

Rebecca: And the three Twisted Metal fans left in the world all cheer.

> Telling him as Z soon got enough coins

Tsuneo: He’s a financially struggling billionaire CEO.

> as he engages the turbo as he soon pulls the lever making
> his DeLorean rocket pass the car as he was able to make it, though by mistake he notice someone
> else catching up to him as it was a familiar bike. It was Kaneda's bike from Akira

Rick: They took our line

> as he realized who it was,

Tsuneo: Kaneda, maybe?

> he stops his car and see's who the rider was.

Dan: Stops his car right in the middle of the race.

> It was a female who had on a black and dark
> pink spiked biker suit, wearing a helmet she soon removes it revealing none other than Art3mis, the
> huntress of the High five

Rick: She would press two buttons, occasionally crowd control enemies and would use Bestial Wrath when it was off cooldown.

> as well girlfriend to Parzival.

Tsuneo: It took him a while to recognise his girlfriend.

> Z looks as he notices a item dropping into her hand as it was the rocket pack tool.

> Art3mis: "Nice."

> Telling herself

Tsuneo: So is this fic going to be a grating mess of script and prose format.
Rebecca: It seems that way
Tsuneo: And it goes on for how long again?
Rebecca: Nine chapters.
Tsuneo: And this is the start of the first, right?
Rebecca: Correct
Tsuneo: This is going to be a long read.

> as she puts it into her inventory as she looks noticing Parzival, he gets out as he
> stores his car back into his inventory as he walks over to check on her.

Tsuneo: As they get run over by the other racers as they stopped in the middle of the track.

> Parzival: "So that's why you didn't message me, wanted to do some early racing?"

Dan: She was here to wipe out that one nerd in the DeLorean.

> Art3mis: "Well yeah, I do have other things to do than be a simple girlfriend.

Rebecca: Your canon characterisation would suggest otherwise

> Such as gearing up for the next mission, plus. I am a pretty good racer."

Rick: How would you rate her on a scale from Peter Perfect to Speed Racer?

> Telling him in a prideful manner patting him on the shoulder as Parzival merely shakes his head as
> the two went to a near by portal to head to the others back at Aech's garage.

Tsuneo: Isn't this the same fic? Do we really need to introduce the characters again?
Rick: I'm just worried we'll get Lozer's origin story for the third time.

> They began to walkover to the garage and opens the doors seeing some stuff going on,

Dan: You know, stuff.

> Aech was right now
> working on some tools as the others doing their own business. Daito, the red samurai

Rick: And Renraku employee.

> as well was practicing some sword skills with Sho, a yellow reptile like ninja

Dan: A reptile-like ninja, but not actually Reptile.

> which they were practicing for almost anything.

Rick: A Thanksgiving Day parade, the fall of Western civilization, a wine-tasting evening... anything.

> Lozer, the new member of the group

Rebecca: He has totally been here all along

> was right now looking at the bosses he went
> up against as well watching looking at the cars he wanted to ride.

Dan: Before inexplicably settling on a rusty lime-green AMC Pacer

> Lozer: "Hey Aech, would it be alright If I took Axel's ride?

Rebecca: [Aech] Well, if I had any idea who Axel was, I could tell you.

> I like the type of cars that are very unique."

Rebecca: The type of car that will only be used by every other nerd on the OASIS.

> Aech: "Sure little buddy, all I need is a strong car able to tear apart through walls and armored
> trucks."

Rick: Which was why he was working on his custom Velocipede

> Replying to him as Parzival and Art3mis went over as the others notice their return,

Dan: [Aech] Learn to use the doorbell, guys.

> the four soon walk over as they were curious about what they would say.

Rebecca: They have no lives of their own otherwise.

> Parzival: "So L, you know where Sweet Tooth is at?"

Tsuneo: Streaming on HBO Max.

> Asking in which the recruit pulls out a map showing most of the planets across the Oasis,

Rick: Including Planet X, Planet Hollywood and Planet Planet.

> he pulls out the racing planets in which showed some of the dangerous tracks in the game.

Tsuneo: We're talking 'Hot Wheels track that's been left where somebody could trip on it' level dangerous.

> The planet that came up was a desert world called "Sacrabraxis five",

Dan: Whoah, ease off on the random vowels there, chief.

> a dangerous racing world roaming with dangerous like bugs from multiple genres

Rebecca: More bugs then a Christopher Walken impersonation

> as well racers that were either violent or dangerous.

Rick: The planet's boss is Wario in a go-kart.

> Presuming one of the most savage drivers was Sweet Tooth,

Rick: He's only the second most savage driver there. First is Mister Bean

> he was confirmed to be a world boss as they knew he would have the artifact.

Dan: Yeah, but its drop rate stinks so they're going to have to keep coming back each week.

> Daito: "I have did some races on this world, I was close to zero out when I was being attack by the
> horde."

Rebecca: In their goblin racers with their vuvuzela horns.

> Sho: "Same, last time I almost got cocooned by a giant spider.

Dan: But then he was saved by an Uncanny Valley Nicholas Cage in a Superman suit

> I didn't know which it was from, I thought it was Shelob from lord of the rings."

Tsuneo: It's absolutely vital to know what giant spider he was attacked by

> Art3mis: "Well still we should at least get ready for the ride, which is why I won us this little beauty."

> Pulling out the rocket pack booster as she placed it in the middle of them, they all looked at it as
> Aech activates his cybernetic monocle scanning the item as it could only be equipped with one
> engine.

Tsuneo: So if you won the jetpack but don't have the specific vehicle that it works with?
Rebecca: Well then that's your problem.
Tsuneo: I see the fic captures the OASIS's game design perfectly.

> Aech: "Hey, I don't need to be a buzz kill, but this can only work for one car."

Rick: Yeah, the narrator just said that

> Parzival: "Mhm, well I got a idea for that."

> Suggesting as he goes in his inventory and pulls out an acme based laser gun.

Dan: It shoots anvils at people.

> He shoots at the
> booster pack as it soon multiples the pack into six parts, the six look at it as the pack looked the
> same.

Rick: [Art3mis] So now we need six of the same specific vehicle.
Dan: [Parzival] I admit, I did not think of that.

> Sho: "Is there a catch to this? Because I don't think they'll be able to support all of us."

> Parzival: "Well, they all might not be the same. It was able to split up the speed energy in the pack,
> so we all have half of the pack."

Tsuneo: So it’s kind of useless then
Rebecca: Just a bit

> Explaining to them as they soon went to select their cars for the trip, Z was checking out his
> inventory as he had to select a car that was able to handle the outskirts of the track as well take on
> any other enemy cars. He looks in his inventory and finds a car that could help, he pulls out Road
> Blade, a standard card from Jak X Combat Racing, it was dark blue and hade silver lines across the
> sides in it's color motif as he places the pack in it. The car shines showing it getting a upgrade as he
> puts his inventory list away.

Tsuneo: Ah, describing people’s stuff. That’s what we really want out of Ready Player One fics.

> He looks at the others seeing if they were ready for the ride,

Dan: Lozer has somehow gotten stuck up a tree.
Rick: In their workshop?
Dan: Yes.

> as the
> others looked like they had the right kind of cars for them to race on the planet. Art3mis, was right
> now looking for a good look to be racing in as it was between Dollface's spiked armor and Lilith's
> clothing from Borderlands.

Dan: In short, she now looked like a mismatched mess.

> Art3mis: "Hard choices to make, do I want to be ready or burn away the competition?"

Tsuneo: Um, stack haste. Everyone needs haste.

> Aech: "Id go with the burning away."

> The cyber orc giving her a answer while he was modifying his monster truck Bigfoot

Rebecca: People had only ever seen blurry photos of his monster truck

> as he was ready, they looked prepared as the six soon walked out of the garage

Rick: [Aech] Wait, did we miscount?
Dan: [Parzival] I thought there were meant to be five of us.
Rebecca: [Art3mis] Um, Lozer?
Rick: [Aech] Oh yeah!
Dan: [Parzival] Sorry, I keep forgetting that he exists.

> as they then head over to the
> portal station. Where each portal would lead to a different planet or area in the Oasis for avatars to
> go and play or visit,

Tsuneo: And take obnoxious tourist selfies.

> the high five soon went into the desert world

Dan: But were all immediately eaten by a sandworm.

> as they soon went instantly through the gateway heading to the planet. Meanwhile right near the corner

Tsuneo: Is that the corner of the portal room, or of their workshop?
Rebecca: Some corner, somewhere.

> was a cloaked figure as it was Mordred,

Rick: Not Mordred!

[Pause]

Rick: Who's Mordred?
Tsuneo: You remember, the actual villain of the fic?
Rick: Not ringing any bells at all, sorry.

> he takes out a helmet which was Blood Falcons. He places it on as he soon
> generates a costume for him as he was fully disguised like the enemy from F-Zero.

Dan: Not any specific enemy, just an enemy.

> He then walks over to the portal

Rick: In the back, Mordred is WALKING!

> where he would out race the avatars and get back his powers from the boss on
> Sacrabraxis and restore his powerful state.

Rebecca: You'd know all this if you'd watched the Mordred Disney+ series first.

> The six avatars arrived on the planet where they merely see a wasteland as well a post apocalyptic
> world filled with mad max like drivers as well cars.

Rick: The truck from Battletruck, the crappy Pontiac Firebird from Warriors of the Wasteland, one of the junk Mustangs from Eliminator 2000, Monster from Terminus... you know, Mad Max-like

> There were buildings half destroyed along with everything

Tsuneo: And an oil tanker inexplicably sticking out of a skyscraper.

> else as the six looked at the dark orange and red sky.

Dan: Welcome to Whacky Raceland!

> Sho: "This is, neat."

Rebecca: The hellish post-apocalyptic wasteland is 'neat'

> Daito: "Reminds me of the outskirts of Uncharted."

> He spoke as they soon see a Nathan Drake avatar walking by as that ruined the mood

Tsuneo: Fic, please don't let this be what passes for your sense of humour
Rebecca: I suspect it will be all downhill from here.

> as they look
> around and see some of the racers getting ready at the starting line. The six walk over as they begin
> to pull out their cars out, Parzival got out his road blade while he suited himself up with Mad Max's
> nineteen eight's police clothing as he gets in,

Tsuneo: Parzival displays the sort of imagination and ingenuity that won him the egg.

> Art3mis suits up in her Lilith clothing and hopes into
> her own Outrunner that was from the game

Dan: Since we haven't said which game and the name 'outrunner' is generic, I'll assume it's from Secret Agent Barbie.

> which as covered in hot pink as well spikes.

Rick: As well as a box of crystals under the dashboard that got her fired from the Holden team.

> Aech got out his monster truck as the he notices the others taste in vehicles.

Tsuneo: They had all bought various Mario Karts.

> Daito and Sho pulled out two
> cars which came from Twisted metal,

Rick: A Leprechaun with a V12 engine, flamethrower and blocks dropper.
Dan: No, but hey I'll give it to you.

> Daito had the Spectre as it was colored to dark red and black
> as well had a dragon riding on the sides. Sho was in Roadkill as it's colors was yellow and black
> showing signs of a dragon as well but had swords around it's back.

Tsuneo: They are living the shallow Asian stereotype dream.

> Lozer: "Cool, really cool."

Rebecca: No. No it's not.

> Being amazed as he gets out his vehicle, he pulls out a kart which was from Crash Bandicoot.

Rick: Well it's not a Mario Kart...
Dan: Stupid fic stealing my joke.

> The
> kart was from team Crash's as it was painted dark green as well had features such as it being
> looking like a monster as well had a mace like tail.

Rebecca: He bought the optional Thagamizer kit.

> He drives by the five looking ready as they
> looked at the newcomer not trying to chuckle at his selection of vehicle.

Tsuneo: Making fun of him like he's some sort of, well... you know.

> Lozer: "What? Just watch me tear apart this track."

Rebecca: Lozer crashed and burned on the first corner.

> Art3mis: "Yeah, will see Ototo."

> Telling him in Japanese as Daito looked at the pink skin avatar with a look raising a curious
> expression to her.

Dan: He’d never seen anything pink before.

> Daito: "Little brother?"

> Art3mis: "Well, he does act like one. Besides, who said he would win this?"

Tsuneo: Before an important quest, be sure to tear down your teammates. It helps.

> Asking the samurai as he simply placed on his war mask as the six avatars soon notice the Blood
> hawk, the vehicle of Blood falcon

Rick: Who’d hatched from the blood egg in the blood nest

> as the driver moved up to the side of Parzival as the rider's helmet
> covered his head as he looked at the road blade rider.

> Aech: "Hey Z, you think that guy is our guy?"

> Parzival: "If the sword of omen fits,

Dan: By the way, he has this.

> also that he's giving me a evil glare.

Tsuneo: To be fair, that’s a natural reaction to Parzival.

> Everyone, were not here to fight him. we're here to find Sweet tooth.

Rebecca: Although blowing him up would help.

> Zero him out and get out of here. Copy?"

> Asking the others as they checked in, they soon notice a ncp walking over to the finishing line as it
> waved a red flag.

Rebecca: Without a description, I’m going to assume the NPC is a blue and white checked test box.

> The drivers got ready as they revved up their engines, turned on their motors and
> pressed their pedals waiting to race right pass everyone.

Rick: Parzival’s kicked into reverse. It’s just his thing now.

> The anticipation was killing everyone

Rebecca: No, that’s the land mines.

> as
> the player soon drops the red flag as the drivers soon speed passed the player as the race had
> begun.

Tsuneo: And the Arkansas Chuggabug tears into the lead.

> The racers were going across a track of dangerous obstacles which involved landmines and traps

Dan: Track design by Wyle E. Coyote

> as everyone was moving left to right avoiding the traps.

Rebecca: Everybody passed every trap on the right

> Parzival notice on the tracks their
> were some weapon like symbols as it enabled them to unlock the drivers weaponry,

Tsuneo: Parzival is somehow new to racing games.

> Z drove pass the icon as his submachine guns activated.

> Parzival: "Alright, let's do this!"

Dan: Up until this point, he hadn't been doing anything.

> He said to himself as he notices some enemy cars ramming against Z

Rebecca: He just noticed people were ramming him.

> as he breaks the car shooting
> at the back of them as the cars fly off the track in smoke and flames. He passes by them as he
> notices Aech,

Rebecca: He also just noticed his best friend.

> driving right in front chewing up some of the cars as they apparently looked like IOI cars.

> Parzival: "Are those sixer cars?"

Rick: Stock animation assets. Half the race is made up of Generic Sideswipe redecos.

> Aech: "I guess so, after the corporation fell. I guess those cars went up for sale, should have geared
> up much better."

Rebecca: Not everyone has access to the massive wealth of a giant megacorproation, jerk
Tsuneo: The OASIS really is a pay-to-win dystopia.

> Lozer: "Well all I can tell is that these guys are being taken, but the other drivers are trying to squish
> me.

Tsuneo: [Lozer] On the upside, it means someone noticed me!

> I got Christine and the car from Death Proof

Rick: I assume he means the 2004 Toyota Sienna that was in the background of one scene

> trying to run me off the road."

> Telling them through the coms as he was avoiding the two cars as he wanted to try and arm himself
> but the cars drove him off course from him able to get any weapons. Sho was coming up and was
> able to get his weapons,

Dan: All the spikes and such on his car were clearly for decoration

> he locks on to both of the cars and soon presses a button.

Rick: [Sho] No, wait, that was the windshield wipers. Hold on... Defogger, radio pre-sets, seat warmer... Its in here somewhere.

> Two missiles
> come out from the hood flying directly at the two as Lozer notices, he hits the breaks hard steering

> out of control as the two missiles hit the cars.

> Sho: "Your welcome!"

Tsuneo: You could be really mean and read that as Sho aiming at Lozer.

> He acknowledge him as Lozer was about to drive off course as at the edge of the course was a
> deep drop,

Rebecca: Your standard bottomless pit that you find next to all race tracks

> it was a sand like field as their were worm like creatures

Dan: Again, Shai-Hulud!

> about to bite him.

Tsuneo: Lozer versus scenery!
Dan: My money's on the scenery.

> Daito driving behind fires one of his car's signature ghost missiles

Tsuneo: I get this feeling that this would mean more to me if I knew or cared about Twisted Metal one bit

> as they soon fly off, he kept them intangible so they didn't hit Lozer on impact as they attack the
> worms.

Rick: Take that, background scenery object
Rebecca: I can only imagine how much he hates 2-dimensional crowds

> Lozer looked shocked as he got back in
> the race driving by Daito's side, he shows a thumbs up

Dan: It stinks!

> as the red samurai merely nodded as they continued the race.

Rebecca: [Sho] Why did we bring the dead weight anyway?

> Art3mis, who was at third place was noticing the Blood Hawk driving by her side
> as it was ramming her.

> Art3mis: "No wonder Halliday locked you up, no manners!"

Rebecca: The shut-in creep who spent his life pining after one girl thought this guy had no manners.

> Commenting herself as she rams back into the blood hawk as the F-zero rider was soon in third
> place, he drives up from behind her as the driver merely chuckles at her. He passes by a teeth like
> icon

Dan: [Mordred] Why yes, my plan did rely entirely on this random power-up. How did you know?

> as he soon summons a small swarm of locusts as they change into bullets as he fires them at her.

Tsuneo: Locust bullets, obviously

> She felt the bump as she notices her car not moving fast as half of her car was being chewed up.

> Art3mis: "If anyone is hearing me, I'm getting eaten over here!"

Rebecca: Something Wade hasn’t done for her since they got together

> Lozer and Parzival: "I'm on it!"

Tsuneo: Aech said something about ‘simps” and kept driving.

> The two said as Z went by the Blood hawk as he pushes him away from Art3mis to make sure he
> stop attacking her, Lozer was driving my her side as he fires a small tornado as it blows away the
> locus.

Rick: Yep, obviously.
Dan: Tornadoes beat locusts.
Rick: Everybody knows that.

> He then looks in his inventory and finds a Wumpa fruit in his inventory

Dan: He’s really embracing the post-apocalyptic aesthetic of this race

> as he throws it to her car, the juice soon slowly was able to repair her car

Rick: Downside is that now it was all sticky and would attract flies.

> but slowly as he drove by her side to protect
> her. Right now Parzival was battling the Blood hawk as he soon notices he's commlink being
> hacked

Dan: Mate, you can just DM him.

> as someone was going to talk to him.

Rebecca: It was the board of directors at Gregarious Games. They wanted to discuss the third quarter revenue projections and ways to reverse their slowing growth and lack of uptake in new markets.

> "Trying to be chivalrous I see? How amusing."

> As the familiar voice was Mordred, Parzival didn't let his words get to him

Dan: Largely because he already forgotten who this guy was.

> as he focused on driving as well shooting him.

Rick: He’d tried that approach on his last date. It didn’t go well.

> Mordred merely dodges as he was able to drive backwards while looking right at him

Tsuneo: I’m trying to figure any way that makes sense and I just can’t.

> as he stops the car and lets him hit the front of Z's car. The two locked hood to hood as they
> were pushing against each other, right now the two didn't stop as they soon notice something.

Rebecca: While they were faffing around, Aech had won the race.

> Right in front of Parzival was a giant like carnival fortress.

Dan: Great, it’s one of those creepy Chinese knock-off amusement parks

> The massive moving fortress was none other
> than Sweet tooth's carnival of carnage, though it was miniature sized

Tsuneo: It was a miniature massive fortress

> as the massive clown like head crane roared at them.

Rick: I can only assume that this thing is full of Dinks.

> It was lite on fire shooting all kinds of weaponry at them

Dan: Boxing glove guns, banana cream pie launchers, water balloon catapults... All kinds.

> and Parzival
> got out of Mordred's hold as he avoids getting shot at. The others soon catch up and see the
> massive monstrosity firing at them,

Rebecca: Your first instinct would be to kill it just for being a clown. The fire is just an added incentive

> Aech as well the others dodged while they saw other drivers being torn apart.

Dan: I regret being a background character!

> Aech: "Damn! this thing will not show any mercy on our backsides!"

Dan: But it'll treat the rest of you just fine

> Sho: "It might have the same weaknesses from the game, check underneath the belly of the beast."

> Telling everyone as they all drive towards it and thought they would see a head, but only saw gun
> turrets shooting at them as they all dodged from the hail of bullets. Art3mis, now healed up looks at
> the giant head

Rebecca: I can only assume that somewhere at Gregarious Games there was a graphic artist who was given the job of rendering a giant fire-breathing clown head and spent their time weeping into their workstation.

> as she moves left to right while shooting at the face.

Tsuneo: [Art3mis] Yep. This is my life now.

> She had on a road rage face

Rick: She looked like one of the Generation 2 Laser Cycles

> letting out a war cry as well firing bullets at the giant clown as everyone watched her.

Tsuneo: Do you want to, maybe, shoot at it too?
Dan: Naaah.

> Daito: "The machine must have a weakness.

Tsuneo: It's required by law.

> The top of the head, that red spot!"

> He pointed out as they looked at the head's read spot

Dan: [Parzival] Why that?
Rick: [Daito] I don't know, just a wild guess really.

> as they still kept focused trying to not get blown up.

Dan: I also list ‘not exploding’ in my life goals.

> As they kept driving, the group noticed the road changed it a rough like road having rocks

Rebecca: The roads in the post-apocalyptic wasteland are bad? I am genuinely shocked.

> as they began bouncing as it got difficult.

> Parzival: "Yeah, we need a helicopter to drop something in. But we all don't have one, noir
> something to throw it in."

> Lozer: "We could use me as the object.

Rebecca: ‘Object’ is a good description of Lozer’s personality.

> I can place some nitro bombs as well TNT to blow it up."

Tsuneo: By the way, he has this

> Aech: "How exactly are you going to get up there?

Dan: Ironically, they would need a clown cannon

> We don't exactly got wings."

Tsuneo: You mean you don’t have 32 different flying vehicles or jetpacks in your inventory?

> Suggesting as Z notices how the ground was jagged with rocks as they could be used for their
> advantage.

Rick: Courtesy of the Convenient Ramp Company

> He had enough bullets as he begins shooting at the ground as everyone looks at what
> he was doing.

> Art3mis: "Were making a ramp for the kid, start shooting!"

Tsuneo: Sure, whatever fic. Let’s just go with it.

> In which everyone does the same as they aimed at the front of the road, they kept continuing to fire

Dan: We’re uh, we’re just ignoring the giant fire-breathing clown head now are we? Yes? Okay then...

> until Mordred. Who was driving dead fast from behind begins ramming at Daito and Sho making
> them stop

Rebecca: He rammed their brakes on, I guess.

> as Z notices the boss,

Rebecca: Parzival is yet to master object permanence.

> he spins the wheel and unload the remaining bullets on Mordred

Dan: Let’s assume that did something.
Tsuneo: Sure, why not?

> as Lozer looked at the rock formed ramp that was made, it wasn't going to be enough as he
> wouldn't make it.

Rebecca: No Lozer, you will never be enough.

> Lozer: "Ugh guys? I don't think I'll be able to reach it. I need a boost."

> Parzival: "Not a problem, everyone! Throw them at L!"

> Telling the group as the five drivers throwed their rocket packs to the rookie

Tsuneo: Good thing that everyone immediately understood which nonspecific object Parzival meant.

> as L uses his fuse glove
> to combine them together, he places it on the top of his kart and activates it making him rocket
> upwards to the clown head.

Rick [Child]: Mommy, how did daddy die?
Rebecca: He rode a rocket-propelled go-kart towards a giant clown head so he could throw bombs at it
Rick [Child]: Daddy was very stupid
Rebecca: Yes dear.

> Taking the right moment he leaps off the kart as Aech fires off his robotic hand

Dan: He got the from a boss fight with Manginzer Z.

> to him and grabs his chest and brings him to the hood of Bigfoot. The drivers see the
> kart go into the clown's head as it soon began to glow green like. It began to shake violently as it
> soon began to crack, it then grows brighter until it explodes

Rick: The clown head had a sudden attack of Anime Physics

> as the rest of the car begins to drive uncontrollable and begins to flip.

> Art3mis: "Look out!"

> Shouting at everyone as they all drove away from the wreckage of the fortress as it began to flip
> apart as well fall apart beginning to explodes as the pieces began falling all around them.

Rebecca: Turns out that was a vital load-bearing clown.

> Mordred was going to try one last attempt and crash into Z but was soon flatten by a missile,

Tsuneo: And that’s our villain, folks.

> the five drivers tried to look for anything that looked like a artifact

Dan: Which when you remember that the OASIS was designed by a creepy shut-in means that it probably looks like a Smurf figurine

> as Lozers yellow eyes widen

Tsuneo: We now know one thing about him
Rebecca: Such depth of character

> seeing a object in the center of the fortress as that had to be it.

Tsuneo: So didn’t Robot Butler Simon Pegg tell the what they were after?
Dan: Yes, but none of them bothered listening.
Tsuneo: Sure, checks out.

> Lozer: "Parzival! That's the artifact!"

> Telling him loud like as the white hair rider notices it

Dan: Without any context at all, I'll just assume this is Judi Dench.

> and hits the pedal hard as he makes it right to
> the object and grabs it, as soon as Parzival grabs it. A portal opened as it was a way to escape, they
> all drive through it making their way out.

Tsuneo: Well that was a gripping, edge of your seat experience.

> Right with everything destroyed and the carnival wrecked, it seemed like Mordred was destroyed,

All [Bored]: Nobody could have survived that

> though the missile that feel on Mordred flies off him as well
> coming out of the ship was the Ultimate angered as well looked upset.

Dan: And he's alive a line later. Suspense!

> He saw the destruction that was made as he groaned at his power being taken away,

Rebecca: Somehow. Just assume this.

> though he does hear some noise coming from behind him was other drivers as he smiled at them.

> Mordred: "Huh, something to ease the loss."

> As the avatars looked at Mordred to see if he did the damage as the boss raises his right hand
> upwards and extends his razor sharp claws in a frightful manner as he was going to have a little fun
> before retreating in his defeat.

Rebecca: And so the High Five bravely fled the scene to leave the bad guy behind to grief the other players and escape unharmed. Well done.

> In Halliday's Journals, where most of the creators memories and everything else was stored,

Dan: Including his hallowed collection of Alf Pogs.

> the high five was in a secret room

Tsuneo: It contained the love letters Halliday wrote to Broom Hilda. He was a deeply troubled man.

> where the Curator saw them coming from their first hunt.

Dan: [Curator] Damn, too late to hide.

> Curator: "Ah, I see that you all survived the first boss fight. Though I can tell you smell like burnt
> rubber and metal."

Dan: They're only lightly on fire.

> Sho: "Well we did just came from a dangerous race, so there's that."

Dan: Yeah, and what exactly did you do in all that?

> Answering him as Parzival walked up to him showing the first artifact of their mission, it glowed
> bright as it soon changed into a fiery like ice cream cone. it burned brightly as it looked evil.

Rebecca: It was an evil ice cream cone

> The curator placed it in the vault where it was by the ice wraith's wand.

Tsuneo: And next to Halliday’s collection of photos of celebrity armpits. Again, a deeply troubled man.

> Daito: "He was after a snack?"

Dan: Dude’s been locked up in purgatory for ages. He’s probably just hangry.

> Curator: "The cone of chaos is no mere snack, it could allow him to ignite in hellfire as well bun
> through any kind of containment."

Rebecca: Again making you wonder why somebody put it in the game in the first place.

> Lozer: "Cool."

> He said stunned at him as he was going to touch it until the robotic butler slaps his hand making him
> stop as he gave a disapproval look.

Dan: Robot Butler is my favourite character

> Parzival: "Well, thank you for keeping it safe. Will make sure to tell you anything that happens."

Tsuneo: Cue Pazival tweeting about every snack he has.

> Curator: "Due so, as well try to not bring anything that might dirty the floor."

Rebecca: And so next time they leave Lozer outside.

> Telling them as he then showed them the way out as the six made their way out of the building as
> they began to walk back together to the garage to celebrate their first win

Tsuneo: [Aech] I mean, we could go to a club or something and socialise.
Dan: [Parzival] I have no idea what that means.
Rick: [Lozer] Literally none.

> and how they were able to avoid Mordred from getting his power back.

Rick: Oh, and the race was won by some doofy looking chump in a blue Mustang

> -----

> Chapter 2: Level two: The graveyard fight
> "With the fear of Ultimate running around the Oasis

Tsuneo: Fear of Ultimate? I thought people would mistake him for a regular griefer.

> as well taking on Bosses to get his powers
> back. Parzival, and his friends now are on thd hunt for dangerous enemies

Rick: Wanted - Hogger

> as well take the artifacts before he can get his hands on them.

Tsuneo: The premise, in case you’ve forgotten.

> Right now, there was word about who the next boss would be to take down.

Dan: Don’t they have one of the game’s actual creators on hand, someone who dealt with this back in

the day and hid the artefacts, who can actually tell them where to go and who to fight?
Rebecca: Yeah, but he just doesn't like them.
Dan: I mean, fair.

> It was being investigatsd by none other than art3mis, the teams huntress

Rebecca: And the closest thing there is to the brains of the outfit

> as well expert in finding horrorfying things that went around in the Oasis.

Dan: Mostly reposting of old memes. These are gamers after all.

> She was walking to a near by world called "Trannsylvania 2105"

Rebecca: And I am genuinely shocked that Transylvania 2105 was not a failed 90's sci-fi show.

> a place where all kinds of horror icons and people would visit for costumes or basically hang out.

Tsuneo: So in short, it was a pop-up Halloween store.

> She traveled to a near by store where she usually went to get costumes to add for her inventory."

Rebecca: The horror themed world was the best place to get Disney Princess dresses

> Walking inside of the story she saw nothing but the shadows inside of the store

Dan: They really need to work on their customer service

> along with statues of famous horror icons.

Rick: Like Frankie Stein, Gums and Sweeny Toddler.

> Art3mis continued to look around seeing if she could find the owner as the red
> haired girl looked at some items that were being offered. Freddy Kruger's claws, the alien razor disc

Rick: As used by Griffin of Storm Force, of course.
Dan: Two old Brit comic jokes in a row. Well done.

> of the Yautja, the cape of Dracula

Tsuneo: Made of genuine Dracula pelt

> and also the video casket tape from the Ring.

Rebecca: Except somebody had taped over it with Who's The Boss reruns. This is the OASIS after all.

> Continuing to explore she was fascinated

Rebecca: All this bland, generic pop culture junk is amazing.

> until she felt a suspicious like person watching her,

Rebecca: I thought she left her boyfriend behind.

> walking up from
> behind her was the owner of the shop as it was Brainy, the intelligent gremlin from the movie

Dan: The fic just acknowledged that Gremlins 2 exists. I'm not sure how I feel about that.

> as he brown like creature

Tsuneo: Brown-like in that it was mostly yellow.

> looked at her with a sophisticated like look as well straightening his coat.

> Brainy: "Now what exactly will be your pleasure Ms. Art3mis?"

> Art3mis: "Oh the usual,

Tsuneo: The thing she usually buys from the horror costume store.

> my order?"

> Asking him as the gremlin walked over to the counter in which she follows him, waiting by the
> counter she see's a box being pulled up to her.

Dan: It may contain a cat.
Rebecca: Why's that?
Dan: It's Schrodinger's Loot Box.

[Pause]

Rebecca: I don't know whether to hit you or not for that.
Dan: That's how it works.

> Brainy pulls out a set of rainbow style keys as he
> soon unlocks on of the locks. It unlocks as it shows Ashly Williams signature Boom stick,

Rick: Used for fighting the Yankees as they burn Atlanta
Tsuneo: That's Ashley Wilks.
Rick: Well since I can't think of any other character with a name anything like that, I'm out.

> a sawed off shot gun that was fashion to look like the exact one from the movie

Dan: Even down to having Bruce Campbell's sweat on the handle

> Brainy: "From Evil Dead 2, nineteen eighty-seven. A fine year,

Rebecca: Something something stock market crash something.

> having some custom handle to be able to hold one as well feel comfortable for the holder.

Tsuneo: ...well, obviously.

> The chambers are firmly clean and can use any type of shells.

Dan: Even Blue Shells? Just in case they get into another Mario Kart race.

> As per your instructions?"

> Art3mis: "Indeed, I'm going need them if I'm going to run in with some unexpected company."

Dan: Art3mis takes surprise visits from relatives very seriously

> Telling him as she hands him some coins to the gremlin as he accepts them, she soon shrinks the
> gun and places it in her inventory accepting the item.

Rebecca: And promptly forgets about it until she needs to clear up inventory space.

> Brainy: "So then my dear, I've heard about your recent racing competition,

Rick: Oh, so he's been reading the fic too.

> that certain fellow. Mordred, I believe he is starting the trouble yes?"

Dan: The insane murder AI is 'starting' trouble.

> Art3mis: "Indeed, how do you know about him? He just surfaced a couple of weeks ago."

Tsuneo: A couple of weeks? What have you been doing in the meantime?
Rebecca: Mostly pulling Lozer's head out from between his shoulders.

> Brainy: "My dear, even if I may seem like the none video game type fellow.

Dan: You mean you're not from Gremlins: Unleashed?
Rick: Not in the US, at least.

> I still enjoy the Oasis's world of cultural creatures and monsters,

Rebecca: Because nothing screams 'culture' more than 1980s references

> plus the fact. He has been making headlines in the community."

Dan: Mostly for his drunken fights

> Explaining to her as he leads her to the back in which she looks around the place as it had
> forbidden items,

Rick: Including the Glove of Darth Vader, the Crystal Skull, the Puffy Shirt and the White Light of EEEEE.

> they were either kept from players or that none of them were for sale.

Tsuneo: I'm sure the collection of dangerous relics will be perfectly secure in this pop-up store.

> He walks over and turns on a television which was from the Poltergeist

Dan: The fic can't just have a TV, can it? It has to be a reference and it has to point out where the reference is from
Rebecca: In other words, it's faithful to the source material
Dan: Thanks, I hate it.

> as it showed a recording of Mordred, wasting avatars left to right in a arena battle.

Rick: So the High Five, the people who own and run the OASIS are leaving him free to do this
Tsuneo: It's consistent with our other Ready Player One fics if nothing else.

> He was also apparently absorbing their abilities as well
> items as if he was trying to regain some power to help him continue his hunt for his lost abilities.

Tsuneo: Although really, what player ability would have let him hit the red spot on top of a killer clown crane fortress? [Pause] And did I really actually say that?

> Brainy: "During those weeks, he has been taking weapons and abilities from players left to right.
> Acting like a zombie from Lifeforce, sucking all their life

Rebecca: Because there are no monsters at all otherwise that suck the life out of people

> until they revert to a weaken state. A level one rookie to be exact."

Rick: Level drain was a terrible mechanic

> Art3mis: "And everyone thinks he is just a player with cheat codes."

Tsuneo: Again beggaring the question of why nobody's done anything about him

> Telling herself which brainy soon stops the video as that was he could show her,

Dan: The rest of it is just Mordred teabagging players.

> Art3mis merely
> showed a sadden expression as Brainy notices her look that this threat would continue until he
> wanted to aide her.

> Brainy: "This man, Mordred. What exactly is he going after?"

Tsuneo: Wait, aren't you an NPC store interface? Why are you telling her all this?
Rick: Well the other alternative is that he's somebody who logs into the OASIS, puts on a Gremlin skin and spends all day standing around in this pop-up costume shop waiting for people to come in.
Tsuneo: I don't know which is the stupider option.

> Arrt3mis: "Mostly bosses from old games,

Dan: He's already taken out Big Blag and General Vermin.

> we just beat him after a combat race back on Sacrabraxis
> five. Sweet tooth was the boss, we were lucky to take him out."

Rebecca: 'Lucky' that they turned Lozer into a suicide bomber.

> Brainy: "Well, if you are going off on chasing after these individuals. I do know this certain fight that
> has been happening in a arena at the midnight graveyard.

Dan: Hobo fights, mostly

> I believe their some players fighting this chap."

Tsuneo: So how does this random shopkeeper know so much about what's going on?
Rebecca: Is that really what you're going to get hung up on in this fic?
Tsuneo: Okay, fair.

> As he shows her a familiar image that would possible be the next boss she and the others would be
> going up against.

Tsuneo: Madam Z? What the hell?

> Art3mis thanks him with a hug

Rick: Well no way that isn't both awkward and ugly.

> as she soon heads back to the garage where she
> would tell the others about their next fight as well be able to try and get there before Mordred could.

Rebecca: Who needs to do any actual legwork when you have magical exposition gremlin

> Back at Aech's garage, Parzival and the group were making some small robots,

Dan: It was Battlebot season

> Daito was working on his original Gundam mobile suit that he used to fight Mecha Godzilla.

Tsuneo: It had surprisingly not lost it's head and arm and shot a laser into the air

> Parzival was working on Voltron

Rebecca: Which is apparently a small robot.

> as he was checking out each of the five lions as well seeing they were modified,

Rick: He'd made them all adorable hats to wear.

> Sho was
> shining the black shades on his Gurren Lagann robot as he wanted it to look good. Lozer, was just
> messing around with his robot which was a miniature Gigantor

Dan: His tiny giant robot

> where he had a small city where the
> green skin avatar was playing with him as he was smashing some goo like monsters.

> Aech: "You know you could do that out in the real world right?"

Dan: It occurs to me that we haven't seen the 'real world' outside the OASIS yet in this fic.
Rebecca: And after Jack I am eternally grateful.

> Lozer: "I don't have Gigantor, he's too expensive to find."

Rick: He'd have to settle for a slightly used Dancougar instead.

> Replying to the cyber orc as Aech was working on Iron Giant mark two as his drones were working
> on the arms, while he was working on the head as he was connecting himself to the giant to see if it
> could follow his movement.

Tsuneo: The point I'm getting from this is 'They have robots.'
Rebecca: And will no doubt use them soon thanks to this clumsy setup.

> Aech kept going as Lozer continued to play with his Gigantor as he
> accidentally bumps a building down which breaks.

Dan: Remind me why they keep this guy around
Tsuneo: Because by simply existing, he makes the rest of the High Five look better by comparison

> Lozer: "Oh man, I shouldn't have installed that right hook attack."

> Telling himself as he checks out the inside of his robot as soon enough the doors open showing
> Art3mis, the boys looked at her as she merely chuckled at her boys playing with their robots.

Dan: That sounds like a metaphor if I ever heard one

> Parzival: "Oh hey, were kind of having a robot convention over here. I was going to invite you."

Tsuneo: The fact that she's his girlfriend doesn't seem to have registered

> Art3mis: "Yeah, well why you all were playing super robot wars,

Tsuneo: That's not actual Super Robot Wars. Important distinction.

> I found out who our next boss we will be taking out."

Rick: It’s Jeff Garyn, but they need to face him in a fighting tournament

> As she walks over and places down a hologram like image of the boss as it was none other than the
> great demon lord Ashtaroth.

Rick: Oh, you mean Hellboy’s uncle? [Pause] Gentleman Ghost’s creator? [Pause] One of the Frost Brothers’ Gundams? [Pause] The giant golem guy with the axe? [Pause] Hey, you’re meant to say ‘no,
that’s.’
Dan: If I had any idea which version of that overused name they meant, I would.

> The demon hard purple hair as well his dark red coat, the red eyed demon

Tsuneo: The demon looked like a demon

> with his face looking menacing as they look at him.

Rebecca: Ooh scary.

> Aech comes down as he activates his
> monocle looking at the demon doing a clear modification.

Dan: She drew a moustache on him.

> Aech: "Year, nineteen eighty five, one of the few memorable faces in Capcom history.

Tsuneo: Capcom has had absolutely no memorable characters otherwise

> Kind of like a bowser of the series since he kidnaps Arthur's princess."

Rick: But does he have a live-action version played by Dennis Hopper?

> Lozer: "Cool, though I think he would have been awesome to play as in a game."

> Parzival: "Ok, so where is he now?

Rebecca: Running night shifts at a gas station. Life hasn’t been good to him

> Asking as Art3mis pulls up a map showing the world to the midnight graveyard as they see
> numerous zombies and other types of demons running about in the world.

Tsuneo: Zombies. Now a type of demon.

> The demon was located
> in a tombstone with numerous red devils guarding it as that was clearly his tomb.

Tsuneo: Searching for the boss is a lot easier when there’s a huge ‘Boss is here’ marker over him.

> Daito: "We must fight this lord? Shall we need supplies then?"

> Art3mis: "Yep, good thing were going old school monster hunting."

Dan: Time to burn some peasants!

> As she opens up her inventory showing all kinds of weaponry from axes, lances and even holy
> water to deal with demons and monsters.

Tsuneo: Good thing she had all this already, because we’d hate for the characters to face any sort of challenge
Rebecca: This fic doesn’t so much help the protagonists as it hands everything to them on a silver

platter

> They all take a look at it as Sho decides to bring out some
> swords that were laced with enchantments

Rick: Mine’s Plus One, but plus Three against Chatbots

> that could take care of the demons. They all gear up as
> they were about to head out to the graveyard to take down Ashtaroth

Rick: Really? I thought they were headed to the shops for a carton of milk.

> as they walked to the portal station where they saw the midnight grave zone.

> Sho: "Do we have a game plan?"

> Aech: "Possibly like last time, go in. Kick the crap out of this guy and get out before Mordred finds
> us."

Rebecca: Well that’s a thoroughly complete ands well thought out plan. I see no flaws in it at all.

> Daito: "And if he does?"

Rick: [Aech] Well I got nothing. How about you guys?

> The red samurai asking as Parzival gets out Simon Belmont's vampire killer whip as he places it on
> his waist.

> Parzival: "We take him on, as well get the artifact before he does."

Dan: And if he’s already been and gone?
Rick: Then they all go to get pizza instead

> Answering his question as the six soon walked through the portal as the group were soon taken
> from the station all the way towards the graveyard as they soon arrived to their destination.

Rick: The biggest Wendys in the OASIS.
Tsuneo: A haunted graveyard.
Rick: I mean, I was close.

> They were right now looking at a large black like fence where the bars were black

Rebecca: So it’s black like in that its black.

> as well the wall had a emerald skeleton on the gates as it clearly was a lock.

> Lozer: "Mhm, I think I got this one. Did this when I used to have a Xbox."

Rebecca: Before he traded it for magic beans.

> As he goes into his inventory as he pulls out the right hand of doom,

Rick: So uh, is that thing still attached?

> the red rock like hand glows brightly as he places it on the skull.

Tsuneo: Its not so much that the fic’s getting stupid about this sort of thing that bothers me. It’s that we’re only in the second chapter that really does it.

> He then speaks in a different language as a sort of incantation as the right hand began to glow.

Rebecca: I would make an Evil Dead reference, but I’m afraid the fic’s going to do it first.

> The skull let out a menacing like screech

Dan: It was like a menacing screech, but it wasn’t.

> as Lozer soon pulls back and punches the skull making it shatter on impact.

Tsuneo: I guess that works too.

> The gate soon opens showing the way as the
> group could only see a dark like fog covering the entrance,

Rebecca: Wait, they’ve just walked in to the Scooby-Doo world instead.

> but they did hear some screaming as well the sounds of avatars being blown up into coins.

Rick: In short; aaaah, boom.

> Aech: "I guess we can tell those guys aren't having a easy time surviving."

Tsuneo: Aech doesn’t want to commit to anything at all.

> Replying towards them as he pulls out a chainsaw from Doom,

Rick: Reference reference?
Tsuneo: Reference reference reference.
Rick: Reference!

> he reeves it up as they notice their grey like friend nervous.

Rebecca: [Aech] This isn’t to put fear into them. This is to take fear out of me.

> Art3mis: "Well that is the thing with graveyard missions.

Dan: [Art3mis] They’re missions, see. In a graveyard. Thus...

> They aren't exactly safe and sound, if you want that. Maybe play a Mario game."

> Sho: "Well Mario does have a few scary enemies, like that floating mask and the mad piano."

Tsuneo: And that reminds him of his piano lessons and how his parents just look on with disappointment

> Stating as Parzival leading the charge as he and the others follow in to take on the demon lord as
> well claim the artifact before Mordred or anyone else could find it.

Rebecca: Meanwhile the boss has been defeated and the artefact claimed by a guy called Ted from Delaware.

> The six came out of black like entrance as they see a massive field of tombstones,

Tsuneo: In a graveyard? No!

> a few avatars running around shooting at zombies and other types of monsters.

Rick: As well as Razor and Areala fighting in the back.

> It look like a nightmarish battleground as they soon see a hellish like bat flying towards them.

Dan: [Bat] How are ya?

> Art3mis pulls out a boom stick and fires it at the bat, it made a loud sound as the boys back away.

> Art3mis: "Hail to the queen baby."

Tsuneo: There is nothing less witty or original then Evil Dead quotes.

> Making a snappy comeback as she does a flip of the gun and charges into the battlefield

Rick: But did she take out the bat? Come on, we need to know!

> as well the
> others going up against the other avatars and monsters that were going up against them. Aech was
> using his chainsaw like a broad sword

Tsuneo: Fortunately it had a cross-guard for parrying.

> as he was deflecting all types of melee like weapons as he
> was cutting them in half, he ducks from a skeleton warrior

Rick: Baron Dark, no!

> as Sho leaps in cutting the skeleton in half with his blades.

> Sho: "These guys are persistent aren't they?"

> Aech: "Well wouldn't you be if you were curious about what the prize might be?"

Dan: So the generic monster hoards are looking for the prize as well?
Rick: Hey, they have lives of their own too, you know.

> The two talking as they continued to talk as they kept defending themselves while the others did the
> same,

Rebecca: They fought Zombies in nonspecific ways

> Lozer used some throwing axes against some Zombies

Rick: He tried throwing zombies into axes, but figured this worked better.

> while Parzival was using his whip to take out some ghouls. He did some whip like movement

Tsuneo: His whip moved in a whip-like manner

> as he was able to take out half of the enemies and enemy avatars with ease,

Rick: Wait, there are other players here?
Dan: Honestly I lost track of what was going on long ago

> Lozer notices a headless horseman coming from behind as
> he throws a axe right him but Parzival notices it as he ducks.

> Parzival: "Where you trying to hit me?"

Tsuneo: [Lozer] I mean, obviously just trying.

> Lozer: "No! I just saw him, most monsters let out a roar or shout. Horsemen don't say anything, just
> swish their swords left to right."

Tsuneo: Well obviously. Don't you know anything at all about the Headless Horseman?

> Doing the movement as they soon notice a couple of zombies popping out of the graves

Dan: [Zombie] Do you mind, we're trying to get some kip here.

> as the
> green avatar jumps on them so that they stay down. Z looks at Daito as he was slicing up some
> werewolves

Rebecca: He's making a fine-sliced werewolf sandwich

> that were trying to slash him as he stood focus as well notices something,

Rick: [Daito] These aren't werewolves, they're wolfweres. Totally different monster.

> right by Ashtaroth tomb was a phantom like avatar

Tsuneo: Complete with stripey underpants

> with a dark cloak and mask as he was slashing away the
> red devils with a right claw hand. He took them out with ease as he uses one of their daggers and
> slams it into the ground.

Rick: From the description I'll just assume this is G.I. Joe Extreme villain Iron Klaw
Dan: Why not? It wouldn't be the stupidest thing in this fic either.

> The grass near the concrete tomb opens showing a stairway like path,

Tsuneo: The path is like a stairway, but it's not quite a stairway, so it's only stairway-like.

> Daito looks closer seeing a familiar right hand as it was none other than a Freddy Kruger power
> glove hand.

Dan: Wait, Freddy Kruger plays Nintendo?
Tsuneo: Sure, why not?

> Daito: "Parzival, it's him!"

Tsuneo: He's wearing a glove, ergo there's only one person that it could possibly be.

> Acknowledging his friend as the white hair teen see's it as he soon see's Mordred,

Rebecca: Charlie Mordred. They went to post-apocalyptic high school together.

> making a frustrated face he goes after him as Art3mis notices him charging after him.

Tsuneo: The narration makes it impossible to tell who's doing what to whom.
Rebecca: Not that you care.
Tsuneo: Well, no.

> He was going to need
> back up as she fires her boomstick in the air which luckily shoots down a vulture by her side

Rebecca [Art3mis]: I meant to do that.

> as it gets the others attention.

> Art3mis: "Tall, dark and brooding is heading down to meet the devil!"

Rick: He’s heading down to Georgia.
Dan: Georgia is in an underground crypt?
Rick: I mean...

> Informing them as the six see Parzival on the chase after Mordred as they soon went to charge right
> after him,

Tsuneo: I assume they can just leave the grand melee they were embroiled in.
Rick: They did excuse themselves first.
Tsuneo: How thoughtful.

> they see the stairway closing soon as the others were able to head to the entrance before
> the opening closed shut on them. The six were now in the cryptic like stairway

Dan: It was a very confusing stairway

> as they notice a small trail of bones and cobwebs across the steps.

Rebecca: Someone carefully laid out the bones behind themselves so they could find their way back.

> Lozer: "There should be some booby traps here.

Tsuneo: Creepy tombs are required by law to have deathtraps

> Like, a rigged step that might trigger a.."

> Before he could finish, Sho accidentally steps on a step which a set of spikes appeared from the
> wall about to pierce right through him.

Tsuneo: [Sho] No fair, Lozer’s meant to be the comic relief.

> Aech, quickly noticing it he pushes him out of the way as the
> six soon accidentally role down the stairway rolling downwards as they caused a path of traps to go
> off. They miss all of them

Rebecca: They were saved by pratfalls.

> as they soon land into a dungeon like lair, they were all on the ground as
> they were lucky to avoid those traps that could have zeroed them.

Tsuneo: Instakill traps combined with a heavy death penalty is just good game design.

> Daito: "That was close."

> Parzival: "Who's hand is that?"

> Aech: "Probably mine since I just saved Sho from being ninja-kabab."

Tsuneo: I feel like we missed something here. Probably something entirely stupid.

> Telling her as the six soon get up and look down the dungeon seeing cages

Rick: Johnny Cage and Luke Cage

> and a small group of
> Red Arremer demons screeching at them as they clearly saw them as intruders.

Tsuneo: They weren’t wearing their visitor badges.

> Sho: "The welcoming committee is here, I got this one."

Dan: They take it in turns to fight the monsters
Rebecca: I suppose the others are taking a break or something.

> The ninja telling them as he pulls out some holy water soaked shurikens,

Dan: Well, obviously. What, don't you carry around holy water soaked shurikens?
Tsuneo: I mean, for a graveyard themed level...
Dan: For a what themed what now?

> he hurls them at the
> winged beast as it causes them to burn. Seeing this, the others soon throw some knives and axes
> at the demons

Rick: But are their axes soaked in holy water?
Rebecca: Can we just say yes and move on, please?

> while Lozer. The blanka like avatar

Rick: He was player two Blanka

> goes to his inventory he finds the Goddess's bracelet

Dan: If found, please return to the Goddess.

> as and equips it, they clear a path as L rushes on all four to the opening where Z purses
> him into the room.

Tsuneo: Nothing to do with the Goddess' bracelet, mind you. This is how he normally gets about.

> The two see Mordred, in his original look

Rebecca: Before he was given an 'edgy' and 'contemporary' redesign

> as well holding Soul edge, Nightmare's personal weapon

Tsuneo: Also I have this now.

> as he was facing off the demon lord in combat. The two evil beings fought each
> other with claw and blade as the two avatars watched them.

Rick: [Lozer] Popcorn?

> Lozer: "This would be so cool if we didn't have to go in and fight two powerful beings."

Dan: Lozer's realised he's the Jet Jaguar to this Godzilla versus Megalon

> Parzival: "Yep, I'll take Mordred."

> Telling him as he unleashes his whip onto the dark elf boss

Rick [Modred]: Yeah, I'm going to have to get you to come in to the subterranean slave pits this Saturday

> as he avoids getting attacked, looking at the two he raises his hellish like blade

Tsuneo: It was on fire and smelled of brimstone

> and sends a dark energy way at the two as they quickly avoided getting attacked.

> Mordred: "Stay out of this human. My powers await."

> Parzival: "Like that will happen."

Dan: What a devastating comeback. How will he ever recover?

> Replying towards him as he twirls his whip against Mordred as the dark elf attacks him. While that
> was going on, Lozer was using his bracelet firing off bolts of fire at the demon lord

Tsuneo: And that's what the Goddess' bracelet does, right?
Rebecca: It also counts your steps and gets a great deal on international calls.

> as Ashtaroth merely let out a evil like laugh

Rebecca: It was like an evil laugh but it wasn't actually an evil laugh

> continuing his attacks as he tries to stomp on him.

Tsuneo: Let's assume the fire bolts did nothing.
Dan: It's Lozer, so... fair.

> The green avatar
> continued to fire bolts of fire at him while the demon lord merely barfs out destructive like blasts

Rick: And he went BAAAAAAAARRRRRRRRF
Tsuneo: Damn you for being relevant.

> at him as Lozer takes cover as he soon makes a strong like ball.

Rebecca: [Lozer] Well this hasn't worked so far, but If I do more of this...

> Lozer: "Eat this you two mouth, ugh..."

> He stops trying to make a comeback

Tsuneo: Thank you.

> as he throws it at the boss anyway as the stomach soon eats
> the ball, though as the demon devoured the attack. His eyes began to lighten up as the lord began
> to expand as he was about to explode.

Dan: Wow, if he knew it was this easy, he would have raided his place long ago.
Tsuneo: All it took was some miscellaneous item that we had no idea he possessed before.
Rick: We assume.
Tsuneo: Yes, well... we assume.

> Mordred and Parzival were soon about to land a final blow until the giant demon exploded

Rebecca: Just then, the demon exploded
Rick: Aaah, boom.

> making them fall towards the ground, back in the other room the
> others fall to the ground as well blasted away the other demons.

Rebecca: It was a high explosive boss.

> Back in the room, Lozer saw a purple like orb showing a menacing like face that had to be the
artifact.

> Lozer: "I defeated my first boss, I did it! I blew up a demon.."

Tsuneo: Congratulations, Lozer, you have achieved basic competence

> Before he could finish, Mordred throws his blade him as he gets hit by the blade he crashes into the
> wall. The dark elf charges at it and grabs onto the power,

Rick: He's got the power.

> his body glowed as he regain half of his power.

Rebecca: The miscellaneous, undefined power.
Rick: Since this is a vaguely Ghosts 'n Goblins themed world, I'm going to assume it takes the form of Sir Arthur's boxer shorts.
Tsuneo: Sure. Why not?

> Parzival looks as Mordred let out a chilling like smile as his body grew black demonic like wings,

Tsuneo: He is now every anime villain ever.

> he begins to flap them together as he blows the two away before breaking out of the lair
> making his escape.

Dan: So Lozer basically handed him the win.
Rick: In his defense, well he is Lozer.

> The others rush over to see if they were alright as they helped the two out.

> Aech: "What the heck happened in here?"

Tsuneo: My review of the fanfic so far.

> Parzival: "We messed up, Mordred got the artifact.

Dan: It probably would have helped if you'd actually done something rather than just standing there while they fought

> It let him grow demonic like wings and he flew away, like if he was the creeper."

> Lozer: "And it was my fault."

Rick: It's like the fic is reinforcing how useless he is.

> Telling them that he was the one that let Mordred get it, the green avatar looked upset as Sho went
> over and patted his back.

Rebecca: [Sho] I'm sure none of us could have done any better. [Pause] Actually, no. Literally any of us could have done that better.

> Sho: "Well we got one and he got one. That means we got to train harder right?"

Dan: Only one thing for it. Time for a montage.

> Daito: "Indeed, we all must."

Tsuneo: Indeed. Training is the thing that we must do to become better.

> Telling them as they soon notice some growling like noises coming from all around them as that
> clearly meant their were some undead reinforcements coming at them.

Dan: Oh yeah, zombie crypt. Forgot all about it.

> Art3mis: "We might want to discuss our next move, when we aren't going to be torn apart."

Rebecca: They’re going to tabletop this discussion for now and then drill down on it later.
Rick: Hold on, is anyone taking minutes?

> Telling them as they see a near by portal opening up

Tsuneo: Good thing this was here. Couldn’t have the characters be in any peril or the like.

> as the six rushed over to escape the dungeon from getting attack from the undead soldiers,

Rick: They’d grind zombies for XP, but they’re just not in the mood.

> they may have lost this fight. It meant they would have
> to be more prepared and serious the next time they encounter Mordred.

Dan: Up until this point it had been a very casual and relaxed battle for survival.

> -----

> Chapter 3: Level three: Zombie sight seeing

Dan: Go new places, take some photos, get some souvenirs, eat brains

> "With the failure of getting the dark flame artifact from Mordred,

Dan: Can’t they just get a dark flame artefact from the cash shop?
Rick: Yeah, but that’s coded as a different item. Doesn’t fulfil the quest objectives, it’s mostly just cosmetic.

> the team now begins to get better at playing the game

Rebecca: They were already the top players in the entre world, but they needed to get better

> as well learning about what the next boss they will be fighting against.

Tsuneo: In short, what they already did

> Luckily this
> certain boss was none other than Nemesis, a enemy that Aech has faced off against in multiple
> Resident Evil games

Rick: Having just had a zombie level, let’s have another zombie level

> as well marvel vs capcom three.

Tsuneo: They’re going to have to fight a tag match with Mike Haggar.

> Having him on this mission would be helpful,

Dan: I mean, it’s not like they were going to leave him behind

> though this certain boss run requires the High Five to set the appropriate attire for the mission

Rick: Oh boy! More inventory action!

> which is all of them getting garments from the characters.

> They were right now at the store looking up costumes for themselves

Rebecca: Sorry Lozer, but I don't think Ada Wong's slinky red dress quite suits you.

> as well checking the right amount of coins to buy them."

Tsuneo: Thrill as our heroes engage in microtransactions!

> Checking out the inventory of clothings they could buy to go on this zombie quests,

Rebecca: Zombie fighting has a strict dress code

> the idea's were endless

Rick: [Parzival] Let's see... Chris Redfield's green vest, Chris Redfield's brown vest, Chris Redfield's greenish brown vest...

> as Parzival was checking around to see if they had something in his style.

Dan: As long as he can call out where its from and then feel smart for knowing that then he'll be fine

> Art3mis, who knew which type of clothing to buy

Tsuneo: She can min/max stats like nobody else.

> got herself the original Jill Valentine costume. Looking at the blue
> shirt on her as well the barret on her head, she thought it might need a bit more flare as she
> changes it up to a dark pink like status as well add a few spikes on her shoulder pads.

Rebecca: She looked completely ridiculous

> Looking at herself as well the adjustments she made, the look had her ready to fight some zombies.

Tsuneo: Or be a background character in an 80's post-apocalypse cheapie.

> Art3mis: "Nice."

Dan: Really?
Rick: No.

> Aech: "Do you really have to change the look?"

> The grey cyblrg asked as he came out in a Barry Burton uniform

Rick: Since I have no context for what this means and I can't be bothered looking it up, I'll just assume Aech is wearing bright yellow waders, an 'I'm with stupid' shirt, a baseball catcher's mitt and a propeller beanie

> with his red vest and holding his
> gun. It felt a bit tight on him but he changes the size so it could suit him.

Tsuneo: You mean it doesn't do that automatically?
Rick: Oh no. The OASIS goes out of its way to be annoying to players.

> The others look checking
> out their friends as they were already got their uniforms ready for the mission. Daito and Sho came
> out while the red samurai was wearing Chris Redfield's standard uniform

Tsuneo: If he was wearing that with the samurai helmet then it would be fantastic.

> while Sho had on Pier Nivans clothes as the two look at each other.

Dan: Each trying to figure who looked the more ridiculous

> Daito: "Feels quite interesting, being in this type of clothing ready for combat."

Tsuneo: Wearing sensible military themed outfits into combat would be pretty weird for them.

> Sho: "Well, I got this little feature."

> In a surprised like manner as he soon enough shows a hidden ability as his left arm soon changes
> into a trident like weapon which soon sparks a bit of electricity showing off to his friend.

Rick [Sho]: I had no idea it would do that. I'm kind of worried, to be honest.

> At that
> moment Parzival and Lozer came out in different clothing as the white and blue teen had on Leon
> Kennedy's RPD uniform

Dan: Complete with 'accidentally' switched-off bodycam

> and the green avatar had on Jake Weskers clothing as he then looks at Sho's B.O.W's trident hand.

> Lozer: "Cool, hey wait a minute. Won't he try to turn on us if he uses it?"

Rebecca: Which makes it kind of a stupid feature when you think about it

> Art3mis: "Correct, so we have to rely on our guns. Now then, how many times did you try to take on
> Nemesis?"

Dan: [Aech] Three times with guns, once in hand-to-hand, twice in Dance Dance Revolution and once in an eating contest.
Rick: [Parzival] Eating contest?
Dan: [Aech] Do not ask.

> Asking the artifact hunter in which he shows eight times with his fingers meaning he faced the tyrant
> zombie that many as well most likely failed.

Tsuneo: The truth was that they stopped caring about him long ago.

> Parzival: "Well now he'll have to deal with six of us. We just need to find him, Aech?"

Rick: Given that he's a Resident Evil boss, I'll assume he's somewhere thematic, such as Club Penguin

> Turning to his friend as the cyber orc pulls out a map showing the Oasis grid along with the planets
> in the game,

Tsuneo: Which are all laid out on a handy two-dimensional plane, no doubt.

> he scrolls through the map in which then pulls up a list of known zombies that were in
> video games that were considered bosses.

Dan: Mostly based on their payscale and who reported to them

> Going through the list

Rebecca: [Aech] No, that's a lich. No, that's a lich king. No, that's a lich queen. Ugh, this thing needs better filters.

> he soon see's Nemesis's location shown which was in a unexpected place he was.

Rebecca: Nemesis had been moved to the Developer Island for ‘re-tuning’

> Aech: "Oh hell no, Z I ain't doing this."

Tsuneo: Aech is going to hang on to her last shreds of dignity.

> Telling him in which Parzival looked confused as he takes a look of where this Bioweapon monster
> was as his location was at a familiar place as he reads where he was located at.

Tsuneo: His location was where he was located at.
Rick: He was at the location of the location where he was located.

> Parzival: "Maine?

Rick: Odds are they’re going to end up fighting Steven King and eating a lot of crab

> The Silent Hill town?"

Dan: Smash cut to Nemesis and Pyramid Head on the couch watching a ball game.

> Sho: "What's Silent Hill?"

Rebecca: If nutjobs on the internet are to be believed, a metaphor for circumcision

> He asks in which most of them but on a nervous like expression on their faces

Tsuneo: Each of them is hoping someone else will be the first to admit they’ve never actually played it.

> as most of them
> have either played the game or know about it has known the history of it's monsters as well the
> infamous Pyramid head.

Dan: Brother to trapezoid head and son of dodecahedron head

> Sho, looking like he didn't play the game

Rebecca: Something to do with his being eleven

> could merely tell that it sounded like a horror game which he mostly strayed away from.

> Art3mis: "A very horrifying, classic game.

Tsuneo: ‘Classic’ is the description you use for everything in the OASIS. Be more specific.

> Which had many gross like creatures that were hard to
> forget, I remember playing one of their games.

Rebecca [Art3mis]: I remember playing the game that was hard to forget.

> Which was when I saw the movie. It may have not
> been like the game, but Pyramid head made the appearance terrifying for me. In a good and scary
> way to put it out like that."

> Daito: "I as well have played some of the games, although the scenery was not that scary.

Rick: He thought that it was quaint and rustic

> The enemies were, uncomfortable to fight.."

Dan: They kept asking him questions about his family and how his job was going.

> The two offering their background with the game in which had Aech putting his hands up not liking
> this idea as he didn't want to come.

Tsuneo: And we're going to drag a minor into this, right? Does this game even have parental controls?
Rebecca: I'm just going to laugh maniacally at the thought, okay?
Tsuneo: Sure, go ahead.

> Aech: "You guys better be messing with me, because I don't do play these games.

Rick: Aech is more of a Poggle person.

> If it was DOOM, then I'd understand since I got my shotgun and BFG by my side.

Rebecca: So is there anything actually stopping you from taking a BFG to Silent Hill, apart from the homeowners association?

> Or Left 4 Dead when I got my chocolate as well my dual wielded pistols,

Dan: Chocolate is a vital zombie fighting resource.

> but this type of game has you going up against some messed up looking monsters."

> Parzival: "Oh come on, don't you remember when we were hunting those demons from Darkstalkers
> and you quoted "They ain't no undead sucker that can terrify me!"

Rick: I ain't terrified of no spectral entity

> and then proceed to take on Demetri and Pyron?"

Dan: Any menace of the Darkstalkers monsters is undercut by their animation style. They're about as scary as Count Chocola

> Remind him about that time they were doing a game in which the grey avatar groans irritated at that
> memory in which he crosses his arms towards him.

Rebecca: [Aech] Yeah, I need to work on my quips.

> Lozer then thinks of a idea as he grabs his fuse
> glove from his inventory, grabbing a chainsaw from the same game as well a knife in which he soon
> begins to combine them both. It took a few seconds in which he created a saw knife

Tsuneo: Well, take the utility out of the knife and the chainsaw. Nice work.

> for him as the cyborg took a look at it.

Rebecca: I have no idea how that's meant to look. Is it a chainsaw the size of a knife? Is it knife blades on a chainsaw belt?

> Aech: "Interesting, this might be easy."

> Telling his friend in which as he pulls the wire in which soon starts buzzing as the blades became
> red like as well lite on fire.

Tsuneo: This fic constantly amazes me with its ability to come up with really, really stupid things.

> Putting on a smirk like grin as he places the chainsaw knife in his inventory

Dan: [Lozer] Anyone else want –
Rick: [Sho] Nope!
Rebecca: [Parzival] Nuh-uh.
Tsuneo: [Daito] We're good.

> as the six soon head out in where the only way they could go to Maine,

Rick: Was to take the boat to Fah Habbah.

> was to express of the damn.

Tsuneo: You get to bunk with Christopher Lee and Peter Cushing.

> A train which Anorak design which would be taken to sinister places

Dan: This is Halliday we're talking about. He probably considered anywhere that you interacted with other humans to be creepy.

> where players of
> experienced level would travel to if they wish to partake towards dangerous missions.

Rebecca: Dangerous missions such as 'going outside and getting some fresh air'

> The six
> arrived at the station where they saw ghostly like trains as well other avatars heading on board the
> trains,

Rick: The most terrifying of which was the Polar Express and its legion of Uncanny Valley Tom Hanks clones

> most of the gamers were either undead or horror heroes from numerous games that were
> heading off to their own missions.

> Art3mis: "Ok, so seeing how we will be facing of Nemesis, it will take a lot of bullets in him.

Dan: Maybe bringing some guns as well will help.

> So we're
> going to need the magnum bullets, I luckily got them when I was playing some shooting games."

Tsuneo: Shouldn't you have thought about this before you left?

> In which she pulls some ammunition out for them as they soon take a good amount for themselves
> as they soon enough get on board to the train in which it soon proceeds to take off. The High Five
> gang had trouble finding a place to seat down as the interior of the train was that of a New Jersey
> train

Rebecca: They're riding NJ Transit, that is a horror story.

> with many people either standing up or seating down as they moved across some of the
> avatars as the six found a spot for them to seat. Lozer luckily got a place to seat as Sho and
> Parzival along with Art3mis got to seat while Aech and Daito grabbed onto the railing as they waited
> to arrive towards their destination.

Rebecca: I am sure that their seating arrangements will be vital to the fic.

> Lozer: "The last time I went on a train was when I headed to Grand Central Terminal in New York, I
> had to fight Shocker and the Sandman there."

Rick: All while this weird goth girl and a talking cat hung around

> Parzival: "Huh, I mostly visit there when I played Rampage, the original version. I played as
> George."

> Art3mis: "Mine was Lizzie."

Rebecca: [Art3mis] I can reference games too.

> The three spoke out as they passed by a few places where based off horror games as well near by
> towns that were haunted by such as the forest were the Slender man would lurk around,

Rick: Desperately trying to pretend that his movie never happened.

> the docks
> where there was a submarine which would take players where they would be sent to Rapture City

Rebecca: So they could experience the joys of a Libertarian Utopia.

> as the train continued to keep going to locations that Aech did not want to do towards.

> Daito: "You really don't like scary theme like movies or games do you?"

Tsuneo: [Aech] It’s my character trait and I’m sticking to it.

> Aech: "Yeah, because most movies either show the generic black guy get killed in movies.

Dan: A pretty apt summary of Aech’s character.

> Though,
> if I have to blame one movie that messed me up. It was Children of the Corn 3, Urban Harvest."

Rebecca: Aech is terrified of rooftop gardens and backyard chickens

> Explaining to his fear of scary movies as most of his friends look at him as the name of the movie
> was they merely looked a bit confused

Rick: [Daito] Wait, how many of those movies are there?

> at how he was afraid of that movie since it wasn't that terrifying for them.

Dan: Most of them hadn’t even heard of it

> Aech: "Don't you all be acting so brave, that scene where Malcom became apart of the corn field
> messed me up."

Rick: He was right in the centre of it. He was Malcom in the middle.

> Art3mis: "That's alright, I'm not exactly a fan of some horror movies. Like Chucky, the first movie
> with the actor in the costume and seeing Andy cry made me terrified whenever I went to a Hot Topic
> store and see his demonic face looking at me."

Rebecca: I don’t know what’s more shameful; the admission of that fear or the admission of going into a Hot Topic store.

> Explaining her fear of good guy dolls whenever she see them in which Parzival realized that
> moment when they were on planet DOOM,

Tsuneo: The capitalised planet.

> when he had Chucky in his hands remembered seeing

> Arty freak out and punch the doll repeatedly to get it out of the car.

Tsuneo: That’s a perfectly natural reaction to having something like that thrown at you

> Though she looks at Parzival who chuckled a little but she gives him a expression of not being
> funny.

Dan: [Parzival] I’ll take any opportunity to laugh at you, dear.

> Art3mis: "Really? You didn't laugh when I pranked you with..."

Rick: A landmine under his toilet.

> Stopping for a second as she hides her right hand and then shows him a xenomorph puppet which
> lets out a screech as that made Z fall out of his seat making the others laugh at the joke.

Tsuneo: When this fic has action, I long for its comedy. When it has comedy, I long for its action.
Rick: You need more inventory management sequences.
Tsuneo: Sadly, I do.

> Z rolls his eyes at them which the train son stops as they had made it to their destination,

Tsuneo: A random stretch of track outside of Schofields

> the six walking out of the bus

Rebecca: And what about the train that they boarded in excruciating detail?

> as they looked at the sign in front of the town saying 'Welcome to Silent Hill" as they soon
> see the train leaving them.

Rebecca: No, wait, never mind. Must have had a brief psychotic break.

> What was behind them now was nothing but sky as the town was
> floating in midair as Aech looked downwards seeing nothing but the darkness.

> Aech: "Hey L, you sure that Nemesis is here?"

Rick: Either here or off stealing the Polyvoltaic Multiturbine

> Lozer: "Yeah, big time. This place is mostly consider the undead town due to how many zombie
> bosses that are here."

Tsuneo: They all moved in, gentrified the hell out of the place and killed all of its charm. Now Silent Hill is nothing but overpriced coffee shops and electric scooters.
Rebecca: Pyramid Head’s landlord jacked up the rent so much that he’s going to have to move out.

> The green avatar replying towards him as the six notice the fog coming from behind them which
> meant it was time to leave and head into the city as the six pulled out their guns out.

Tsuneo: No long-winded lists of everyone’s guns?
Rick: Are you disappointed?
Tsuneo: I honestly don’t know.

> Parzival: "We should get moving, like now."

Dan: Yeah, we were just doing that. No need to point out the obvious

> Advising the group as they soon began to rush into the town while being equipped with some
> weapons to help them take on Nemesis

Rick: They had a Harmonica Gun, a Lantern Shield, a Kpinga and a Krummlauf

> along with whatever was out there going to try and stop them,

Rebecca: Well, we've had zombies and we've had clowns. Obviously the next step is zombie clowns.

> not knowing someone had landed onto the ground with black wings flapping onto the ground
> making the fog move away. Soon the wings retracted revealing a purple skin like avatar who was
> wearing Albert Weskers STARS uniform in the first game,

Dan: You can only enter Silent Hill if you're in a Resident Evil costume. It's the rules, I don't make 'em up

> it was Mordred as he looked around the dark like town sensing his power was here.

> Mordred: "It's close, I feel it."

Rick: Five hours later, Mordred admitted that he was lost and opened up a guide in another window.

> Gripping his fist as he notices an Air Screamer flying towards him in which Mordred pulls out his
> silencer handgun in which he shoots off a round into it's head as the creature soon came flying
> towards him. Catching it by the throat, Mordred then looks at the monstrosity admiring it's look as he
> throws it off the edge as he wipes his hand onto his shirt.

Tsuneo: Which was merely transferring the mess
Rebecca: He's really not that smart

> Mordred: "I might need to remember this type of creature once I'm able to make one more superior
> in my image."

> Reminding himself that as he soon walks into town to find Nemesis

Dan: They said they'd meet at a cafe, but he forgot which one

> and reclaim his lost power as well take down the High Five who would be after it as well.

Tsuneo: He needs to put that mission statement on a plaque somewhere.

> In the middle of the town were the six gamers holding their guns as well remaining in a group in
> which they looked around the corners of the street as well the buildings seeing if anything would
> come out and attack them.

Rick: But since it was a Sunday afternoon, all the Zombies were off doing other things

> There was only silence in the town and a few cats that leapt off some
> trash cans spooking Aech a bit as the group looked at him.

Rebecca: Give it up for our special guest star, Jonsey from Alien.

> Daito: "We must not show fear,

Dan: Anything to add there, Paul Atredies?

> even in the darkest corners of a abandon town.."

Rick: Okay, sure we brought all our big guns, but did anyone think to bring a flashlight?

> The samurai spoke as he then hears a screech like sound coming from behind as it was a zombie
> which he pulled out his yellow blade

Tsuneo: Always ensure you’re using the correctly coloured sword for Zombie fighting.

> and cuts it's head off making most of them jumped in fear.

Rick: Oh no, there’s zombies in the zombie town!

> Soon enough they see a crowd of zombies charging at them in a slow like pace

Dan: It was a very casual, relaxed charge

> as the six soon
> begin to shoot at them, all of them being experienced in these kinds of situations being total fans of
> monster genres

Tsuneo: Lozer’s closest exposure was Monsters Incorporated.

> aiming directly at the heads continuing to take the out one head shot at a time. It
> was a bit easy for them but they kept coming like a swarm

Dan: Yup, really getting into the spirit of Silent Hill here.

> as they would keep going until they
> would run out of ammo, Art3mis looking around sees a hospital for where they could take cover

Rebecca: That seems safe. No way it could turn out bad at all.

> as
> she pulls out a grenade from her inventory and throws it in front of the entrance where it explodes a
> few zombies making a pathway for them.

Tsuneo: Making you wonder why she didn’t do that before.

> Art3mis: "Come on, we got to head for shelter."

> Making a command as they soon rush towards the hospital for cover shooting some zombies that
> tried to stop them as the six rushed inside,

Rick: Or at least make them fill in the proper admission forms.

> closing the doors they quickly soon to board up the doors as well windows

Rebecca: Zombies are weak against carpentry. Well known fact.

> so they wouldn't let the zombies enter in the building.

Dan: Smash cut to a zombie horde standing around in the parking lot taking a smoke break.

> Lozer: "Ok, now when I came here a while ago.

Rebecca: He was actually looking for the House on Haunted Hill but he got a bit lost.

> Nemesis was merely walking around the Carnival due to him having a grudge against Pyramid
> head,

Tsuneo: Pyramid Head owes him money

> so maybe if we go there we can find him there."

Dan: [Parzival] Say Lozer, just a thought here and all, but do you reckon you could mention something

like that *before* we get trapped by the zombie horde?

> Sho: "Good analogy,

Rick: That wasn’t even an analogy!

> but we need to get pass the hordes of the undead to get there."

> In which Parzival pulls out a map of the area as he looks at the town, he notices the carnival pass a
> few buildings

Dan: Carnies need to score weed somewhere

> if they get out of the hospital to get there as he places a button in which shows a trail
> of light going straight forward leading the way.

> Parzival: "Let's take the short cut, this way."

Rick: Yes the short cut out of the hospital.

> Aech: "Don't say anything that is cliché, we're trying to live not die quickly."

Tsuneo: The only thing worse then overused horror clichés is being self-aware about overused horror clichés

> Making a comment as the six head towards the hallway of the hospital as they stayed together,

Dan: Here I thought Lozer would wander off and be eaten by a Grue.

> making pass through the doors they kept up their guard noticing that this was the environment that
> would have plenty of surprise attacks from all of the other side.

Rebecca: They actively chose to take the most dangerous route

> Soon enough they were attack by a
> few zombies as well the nurse zombies as they all stick to the sides while shooting at them in the
> head.

Tsuneo: [Flat] Oh yes. I really feel the danger here.

> Art3mis: "I never liked these nurse zombies, I don't get the attempt for making faceless zombies
> attractive."

> Lozer: "Maybe they were made to get attention."

Rebecca: And maybe the artists had some weird fetishes.

> Suggestion as one of them tackles him and tries to stab him until Sho shoots it in the face as the
> nurse exploded into coins.

Tsuneo: Really undercutting the horror there

> The ninja helps him up as they barge outwards from the hospital to
> where they heard explosions happening on the other side of town

Rick: [Sighs] And this used to be such a nice town.

> which had to be from the circus

Dan: They were test-firing the clown cannon

> as they made their way to the fiery carnival.

Rebecca: So far this fic has been nothing but zombies and clowns. It probably says something about the author, but I'm not sure I want to know what.

> Making their way they notice items from other players on the ground

Rick: They'd dropped their car keys again.

> as well in the center of the carnival was none other than Nemesis along with him
> tearing apart a few zombies

Dan: Attacking the zombies? Isn't he a zombie too?
Rebecca: They're Silent Hill zombies, he's a Resident Evil zombie. Different kinds. It's like Jets and Sharks.

> as well had just beaten Pyramid head due to him using his rocket launcher.

Tsuneo: Not what I had on my internet versus fight bingo.

> Art3mis: "Well I guess we won't be dealing with a few stragglers."

> Parzival: "Unless we have some..."

Dan: We won't be dealing with stragglers unless we are

> Without able to finish as a song came of suspense came from out of a ball pin

Rebecca: Great, its time for Pyramid Head's big musical number.

> as they see a heard
> of lickers leap out at them as Aech used his magnum gun and shoots them out of the sky.

Dan: That was well worth including. Thank you, fic.

> Aech: "Lickers, we got to end this fast so we don't get another few surprises."

> Making a suggestion as the six soon charge at the tyrant Nemesis

Tsuneo: Nemesis had seized power during a military coup

> as they soon see them, letting
> out a small growl he equips his Gatling gun and begins firing off rounds at them. Taking cover
> towards the sides they see him fire on them tearing about the ground as Art3mis equips her
> magnum bullets and begins firing at his head, so far they did zero damage

Rick: And that's why you wear protective headwear

> as he lets out a angered roar which soon to him firing off more rounds.

> Daito: "I believe you made him angry."

> Lozer: "Yeah, let's try a new toy."

Dan: Fortunately he had an entire pack full of Halo guns on hand.

> Suggesting for them as he pulls out a small monkey with a few explosives

Rick: Rock and roll Martian!

> on it as he wines it up,

Tsuneo: Guns don’t work, better get a toy monkey.

> throwing him towards the tyrant it begins moving towards the zombie.

Dan: [Nemesis] Awww, innit cute?

> The small like monkey walking towards the tyrant in which within seconds explodes

Rebecca: I admit that I didn’t see suicide bomber monkey coming. Probably because it was so stupid.

> causing smoke to cover his sight, Z making a gesture

Dan: Excuse me.

> to take the sides had him along with Lozer and Aech rushing towards the sides
> firing at the chest which Nemesis shoots his tentacles out trying to hit them as Sho see's a perfect
> shot.

> Sho: "Oh no you don't."

> Making a comment at the tentacle as he pulls out a shuriken from his inventory as he slings it at the
> tentacle as it did nothing,

Rebecca: Should have used a holy water shuriken.
Dan: May not work. Wrong kind of zombie.
Rick: I suppose it depends if he’s vulnerable to that type of damage or not.

> though it begins to beep as it soon explodes causing the now torn off limb to move around.

Dan: This feels like a lateral move at best

> Art3mis aiming her Px4 gun at his tentacle letting off a few shots which made the
> whole limb fall off,

Tsuneo: So she shot off the tentacle which had fallen off?
Rebecca: Let’s not think about it more than the author did.
Tsuneo: Impossible.

> the tyrant roars out stomping on the ground as it somehow changes it weapon to
> a rocket launcher

Rebecca: Bosses have extensive inventories too.

> as it soon fires all around him in a wild attempt to kill everyone.

Rick: It’s like a kid having a tantrum... With a rocket launcher.

> Aech: "I bet that's the first time he's felt pain."

Rebecca: For all you know he could have stubbed his toe on the way here

> Parzival: "Well let's show him some more."

Tsuneo: We’ll give him a Chinese burn or even a Purple Nurple

> Telling him as he goes into his inventory and looks to find a lighting hawk magnum gun

Rick: It’s armed with double extra turbo radness.

> and soon fires off a few rounds while Lozer, seeing a chance to blow him up to kingdom

Rebecca: [Lozer] And if I’m lucky, I’ll get to blow myself up too!

> come as he runs on all four like a animal as he slides through the tyrants feet

Dan: Steal home!

> as he throws it into his chest. Nemesis
> shoots a few more extra tentacles out attacking Parzival making him fall into the ground as suddenly
> it felt a bullet hit his head.

Tsuneo: [Nemesis] Yeah, uh guys? You tried that. Just a reminder – didn’t work.

> "Hey squid freak!"

Rick: I have an album by the Squid Freaks

> Shouted someone as the Nemesis turns looking at Art3mis which she was in front of Sho who had
> now activated his trident arm

Tsuneo: He was now nineties Aquaman

> charging up with electricity as the tyrant lets out a growl about to rush them.

> Art3mis: "Made you look."

> Smiling at him as she ducks to the side as Sho fires off the blast at the tyrant which ignites the
> bomb causing the force of the explosive and his attack to cause a electrical blast

Dan: Well, today I learned that bombs generate electricity.
Tsuneo: I don’t think that’s what –
Dan: Scientifically proven fact.

> making the
> creature lift from his feet as well engulfing itself in fire as the beast soon crashes into a merry go
> round ride.

Tsuneo: And yet it’s not the worst Merry-Go-Round ever.

> Seeing the tyrant beaten, they thought it was over until they see it rising back up but changing.

Dan: Seriously? Didn’t anyone read the strategy guide?

> The nemesis was mutating into it's final form

Rick: It had the head of a banana, the body of a pigeon, the arms of a concert pianist, the legs of a velocipede and an unreleased European Gobot

> with it's tentacles out looking at them as they had to be ready for the real fight.

> Lozer: "This is would be the part where I would die repeatedly."

Tsuneo: That’s also what he said about his dating history

> Sho: "We can take it on. Just got to blow it up until it's nothing but a puddle."

Dan: So their approach to everything is “blow it up.”

Rick: Either that or “throw Lozer at it.” Which largely amounts to the same thing.

> Replying towards them as then out of no where, they heard some whistling as they all look seeing
> from the fog Mordred with a S&W M500 magnum gun as he did a slow like walk towards them.

Rebecca: So they blew up the monster while he was doing the tryhard tough guy walk

> Mordred: "I have to say thank you for doing all the hard work. Makes it more easier to handle this
> monster."

Dan: And they unloaded all their ridiculous guns into him instead. The end.

> Aech: "No way your taking this victory. Unless you want to get beaten, you better..."

> Trying to finish his words, Mordred interrupts him by throwing his Wesker glasses towards them as
> Daito catches them,

Dan [Mordred]: Thanks for that. Those were expensive

> though Art3mis seeing this exact moment she steps in as she stops Mordred's
> fist from hitting him as this fight was like in Resident Evil 5.

Rebecca: There was a lot of slapping involved.

> Art3mis: "I don't think so."

> Telling him as the two soon being to initiate in hand to hand combat as Parzival joined in as the
> three began fighting each other all at the same time,

Rick: [Nemesis] Uh, guys? I’m still in this, right? You know, boss monster over here.

> Lozer turns seeing the Nemesis coming at
> them soon fires off some shots at the creatures as the others notice.

Tsuneo: They had only just noticed the huge fight going on.

> Daito: "Will handle off the tyrant."

Rebecca: Try imposing targeted sanctions against his assets.

> Telling his friends as Parzival and Arty couldn't reply as Mordred's fighting skill was upgraded

Dan: He now flailed at an expert level

> after
> taking the demon king's power back in the graveyard, he grabs art3mis wrist and flips her to the
> ground.

Tsuneo: He gained the almighty power of the arm drag.

> Taking out a blade he was about to attack her but Aech stepped in using his chainsaw knife
> as it cuts his blade in half,

Rick: Mordred is shocked that his genuine mastercraft samurai sword made to traditional style had failed him. It cost him $399 in four easy payments.

> taking the opportunity he shoots Mordred in the head but the boss
> dodges it moving back away from them.

> Mordred: "Dirty trick, I'm impressed."

> Parzival: "Well you don't exactly play fair now do you?"

Tsuneo: May I politely ask the fic not to try quipping?

> Asking as he fires some shoots at him as Mordred does some fast like movement

Dan: He made the completely unexpected move of sidestepping
Rick: Cunning.

> avoiding the gun
> shoots getting closer as Art3mis pulls out her Spark shot from her inventory, she fires at him as it
> lets out a electro like blast

Tsuneo: At this point I'd settle for a Shocker or even a lesser Kangaroo.

> making him move violent back from them as he roars in pain.

Dan: I'm going to assume something happened, but I'll be damned if I can tell what it was.

> Aech: "Your twitching like a whined up toy, but time to end this."

Rebecca: Your quips are not so much bad as they are perplexing

> Pulling out a shotgun from his back about to end him until Mordred fires a powerful roar at them
> which shoots purple fire from his mouth,

Rick: You drink too much grape soda and that will happen

> the three get blown away and land onto the ground. The
> others however were making quick work of the Nemesis

Dan: Laying in to him like LAPD cops on a traffic stop

> as Sho was using his trident to shock the
> creature long enough for Daito to stab it into it's heart causing it to let out a screech like roar in pain.

Tsuneo: I like that one. Next time, we'll lead with that one.

> Melting from the final blow it shows a small like green vile

Rebecca: Undiluted green cordial. Its power is terrifying to behold

> as it was the artifact, Lozer picks it up and
> see's Mordred walking over to Parzival as brings out his right demon wing and it wraps around his
> right arm. It changes into a organic like drill as it spins in a fast motion.

Tsuneo: Well that's about the dumbest thing I've seen in one of these things... well, dumbest in the last couple of chapters. Maybe.
Dan: To be fair, they have been very dumb.

> Mordred: "Let's see if you can sneak your way out of this."

> Making a comment about to strike him with a final blow until Lozer hurls the vile to Z, gripping onto it
> tight his eyes turn green

Rick: And now he's irradiated. Great job as always, Lozer.

> as rushes right upwards to Mordred and punches his chest making him fly into a wall.

Rebecca: Your giant power drill doesn’t seem to be doing much here.

> His left hand shakes as he stops using the vile as it somehow was too much power as
> he puts it into his inventory, the others see this amazing feat as they rush over to see if he was
> alright.

Dan: Well he’s now got a refreshing mint flavour, but otherwise he’s good.

> Aech: "Dude, that was some Saitama strength there."

Rick: Ted Satima from accounts, that is

> Daito: "If it was then he would have ended it in one punch. It was more like, Izuku Midoirya."

Dan: Way to kill the moment there

> Art3mis: "Well whatever it was, that sent him flying."

Tsuneo: Mordred blows them up while they’re carrying on.
Rebecca: And at this point, I would thank him.

> The three complementing him as Mordred got up wobbling as he notices Parzival's arm moving a bit
> as he lets out a small chuckle.

> Mordred: "You can't handle it, can't you? That power was design for me, no player in the Oasis can
> wield it but me."

Rebecca: Which really makes you wonder what Halliday was thinking when he designed this thing in the first place
Tsuneo: I’ll remind you that this was the grown man whose favourite restaurant was Chuck-E-Cheese
Rebecca: Good point, let’s move on

> Parzival: "Well I got experience in wielding powerful items, so I can defiantly master this."

Rebecca: His right hand is the strongest part of him.

> Telling him as they all aimed their weapons at him in which he had no chance of taking them all at
> once, taking out a flash bang bomb he chucks it at the ground in which blinds them in a ray of light
> as he makes his escape away from them. Shooting upwards in the air he flies away

Rick: Departing with a level of grace and style usually reserved for Team Rocket.

> as they watch him run from them as they looked confident in their victory.

Tsuneo: Say, is there still a zombie horde chasing them or not?

> Parzival: "This could really be a game changer, but it's better that no one uses it.

Dan: We will help us immensely in our battle to save the entire OASIS, but it’s better if we don’t use it at all.

> It's better that way right?"

> Sho: "Yeah, only better when you have certain abilities you get right?"

Tsuneo: Like the ability to detect magnetic north by smell

> He asks as the others notice something odd as his trident arm didn't leave as he was also growing
> fish like features on his avatar as he didn't notice.

Rick: It was the glowing ball dangling off his forehead that cued him in.

> The others did as they tried no to laugh at him.

Rebecca: It’s funny because he’s suffering an uncontrolled mutation

> Aech: "Yeah, let's head back to my garage and celebrate a bit."

> Making a suggestion as they decide to leave the town before anything else happen as Lozer
> couldn't help but stare at Sho's fish features and his Trident arm not leaving.

Tsuneo: I’m sure they’re used to Lozer staring awkwardly at things by now.

> Lozer: "But what about.."

> Before saying his sentence, Art3mis stops him as she didn't want Sho to freak out over his
> appearance

Dan: We’ll let him figure it out for himself.

> as the six made their home to enjoy the win as well get the artifact away from Mordred
> as well plan their next boss rush to save the Oasis.

Rebecca: And wait for Sho’s agonized screaming.

On that final comment, the big screen turned off, converting the world back to prose format. “And that was the set of deranged scrawlings that constituted the first part of the second part of the Lozer Saga,” Tsuneo considered. “A fic whose best attribute is that it's less annoying than other fics.”

“I'm here for the long haul of the Lozer Cinematic Universe,” Rick considered. “Though I'm not sure if I care enough to watch all the tie-in streaming series.”

“Having gotten to what I am going to crudely estimate is the half-way mark, I can reach two conclusions about this fic,” Rebecca spoke up.

“What's that?” Dan asked.

“The first is that unlike every other Ready Player One OC we've seen so far, Lozer is here to have fun,” she considered. “He's not about power-levelling or finding god-made artefacts or whining about how hard his privileged upper-middle class Canadian life is. He's just here to goof around, play games and try to make friends.”

“Somebody in Ready Player One having fun?” Tsuneo gave an incredulous look. “That is a radical concept.”

“It is, and I hate the fact that I know this,” she sighed. “But in many ways, Lozer does a better job of conveying the point that Cline was trying to make in the novel than the actual novel did.”

“Low bar to clear,” Dan noted.

“Wait, I thought the point of Ready Player One was that shallow pop culture knowledge was all that mattered,” Rick spoke up.

“Well that too,” she nodded. “But as strange as it seems, Lozer is actually enjoying himself and having fun. More to the point, he's even doing such without aggressively putting down anyone else. Its such a rare moment in these fics that I feel we should treasure it.”

“Or at least we should before Lozer goes completely off the rails, because that happens too,” Tsuneo added.

“That too.”

“So what was your second point?” Rick asked.

“Once again, the author hasn't thought about the implication of the High Five's position and power,” Rebecca noted. “In so far as they could likely resolve the entire story by deleting Modred during a service patch.”

“That seems to happen a lot,” Dan noted.

“It does, and I can’t see any reason why they don't do it,” she added.

“Because... that would kill the fun of the fic?” Rick asked.

“Indeed. And that is the ultimate irony of it all.”

“I can see you're all getting really involved with this fic,” The Voice spoke up.

“It's something all right,” Rebecca agreed. “But you actually found something we didn't immediately hate, so good on you Voice, I guess.”

“Fantastic,” the Voice beamed. “Then you'll all be pleased to know that we'll be continuing the fic next time.”

“So yay?” Dan asked. “I guess? I mean, it's more of this, and it is more or less harmless.”

“Or it could derail itself and go screaming off a cliff,” Tsuneo offered. “Because again, that's happened to us a lot.”

“This is true,” Dan admitted. “But then, I suppose we won't know until it happens.” He glanced up at the ceiling. “But we are done for now, right?”

“That is correct,” the Voice confirmed. “And I will see you all then.”

Rebecca sighed. “God damn it. I hate to say this but…”

“But?” Tsuneo asked.

“I think I am actually looking forward to more of a Ready Player One fic.”

“That’s… dire,” Tsuneo noted. “And yet, I can also understand the situation.”

“It’s like, this is one of the dumbest fics we’ve ever read,” she continued. “But yet it also is nowhere near the level of annoying that we find with so many other fics.”

“That says a lot,” he agreed.

She stood. “Still, I suppose we should take the win.”

“Lozer is a win?” Dan asked.

Rebecca shrugged. “I guess so.”

Author’s notes:

So why is this fic two different fics? I really couldn't say, because it's not like it even needed to be such. Yes, there's the awkward change in writing style over the predecessor, but it's not like we haven't seen that happen a few times ourselves. And while splitting a fic into two different fics is

strictly speaking against fanfiction.net's terms of use, it's not like anyone actively enforces them. Really I can't see any reason why the author did it to begin with.

Instead let's talk about the lead time on these things and the accidents that can happen during the process. When we first found this fic, the Twisted Metal Netflix series hadn't been announced. As a result, a lot of our jokes were based around the whole idea of this almost completely forgotten niche game series that would likely never see any form of revival. Furthermore, this fic was half-riffed before we found the original Lozer fic, which pushed it back and this meant that the lead time got longer. And yet, here we are with some legacy jokes. Strange how that works out.

Next time: Yes, still more of this

Ready Player one copyright Random House and Warner Brothers

The New Adventures of the High Five written by sparkyraider357

Rebecca Bartley and Rick R. Mortis created by Rick R. (natch)
Tsuneo Tateo and Dan created by Zogster

Questions? Comments? Complaints? A too-small helmet? Email us at elmerstudios00 (at) gmail.com and register your Jeff.

The Elmer Studios Blog
http://elmerstudios.blogspot.com.au
Elmer Studios MSTings, commentary, random thoughts and other stuff

Elmer Studios!
http://www.heavens-feel.com/elmer/
All of Elmer Studios' Classic MSTings, random DELTA Invasion Episode Generator and other stuff in one spot

---

> it soon changed into a fiery like ice cream cone. it burned brightly as it looked evil.